YOUR SINCLAIR

JUNE 1989 NUMBER 42 £1.60 with Full Price Game

Gore Blimey! Blood 'n' Guts on the Speccy!

DOMINATOR



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Speccy Lightgun!

YS SMASH TAPE!

Yikes! You shouldn't be able to see this bit! Rush up to the counter and demand your *YS* Smash Tape forthwith!

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Win! A Trip To Paris!
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FREE! YS TIP CARDS

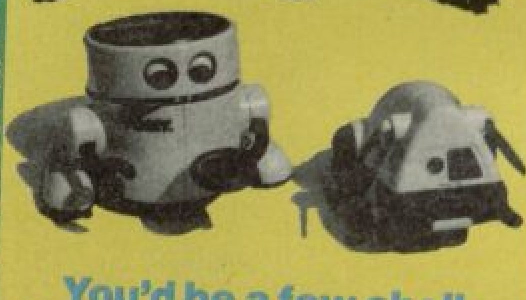
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Start collecting your 'cut-out-and-keep' Nourishing Tip Cards!

YS COMPOS

- A groovy Robot! It walks! It talks!
- A trip to Paris for two! (Swoon)
- A pair of leather flying jackets!
- Tons of free games, T-Shirts and lots, lots more!

17 41 53



You'd be a few shell blasts short of the troppo ward not to enter!!

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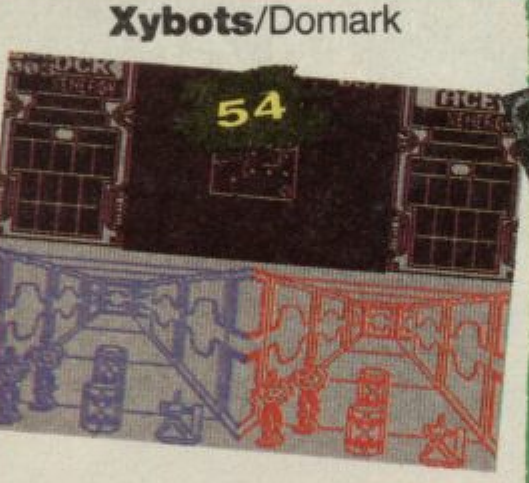
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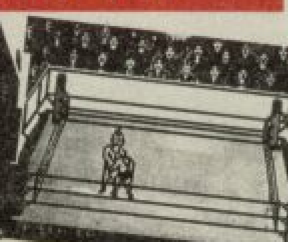


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YOUR SINCLAIR

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A Dennis Publication.

Cover Illustration: Steve Dillon & Brett Ewins

GET THE JULY ISSUE OF *YS*, OUT ON 16TH JUNE – AS HEARD ON THE NETWORK CHART SHOW!!

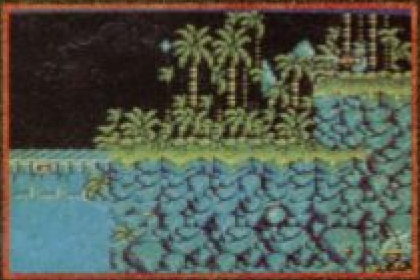
The CRUCIAL COMPILATION



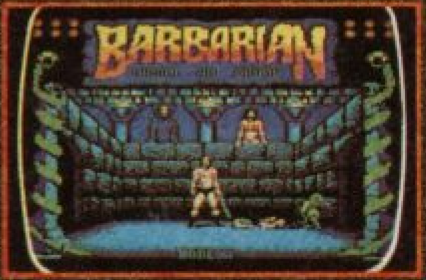
LAST NINJA REPLACES CRAZY CARS ON THE COMMODORE

THE IN CROWD

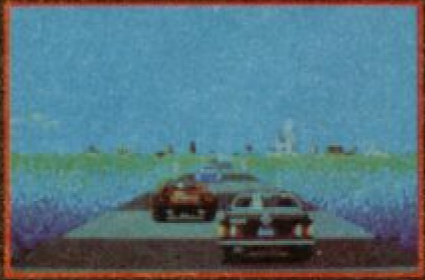
ocean



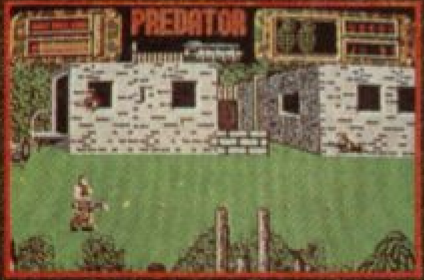
GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



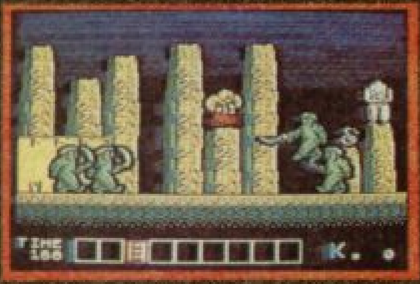
BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
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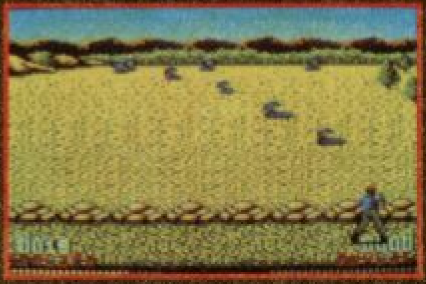
CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.
LAST NINJA replaces C CARS on C64



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century-Fox Film Corp. All rights reserved.



KARNOV Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
© Electric Dreams Software Ltd.



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
© 1987 Konami.



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
© 1986 Hemdale Film Corporation. All Rights Reserved.

SPECTRUM
AMSTRAD
COMMODORE

ocean

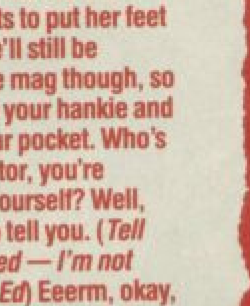
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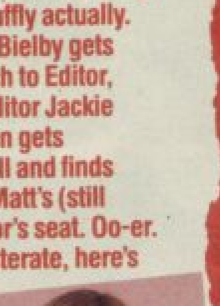
T'ZER'S GOING (SORT OF)



How are we going to break this to you? Um, gently is probably the best way. Sit down (if you're not already) and take a deep breath, cos here goes. Teresa Maughan, our totally gorgeous fluffbucket of an Editor, is leaving the Editorial chair of *Your Sinclair*. Phew. Sorry 'bout that, it wasn't that gentle really was it, but it's not quite as bad as it sounds — she's still going to be 'on board', but in a different capacity, that of Associate Publisher. This means, basically, that she moves into a new office and gets to put her feet up a bit more. She'll still be contributing to the mag though, so you can wring out your hankie and stick it back in your pocket. Who's taking over as Editor, you're probably asking yourself? Well, we're not going to tell you. (*Tell them or you're fired — I'm not gone yet y'know. Ed*) Eeerm, okay, there's a birrova shuffly actually. Dep Ed Matt 'Goss' Bielby gets sproinged up a notch to Editor, while Production Editor Jackie 'Blood 'n' Guts' Ryan gets sproinged up as well and finds herself nestling in Matt's (still warm) Deputy Editor's seat. Oo-er. Got that? Just to reiterate, here's the new cast list:



YS Publisher: Terry 'The Terror' Grimwood



YS Associate Publisher: T'zer 'Feet Up' Maughan



YS Editor: Matt 'Ears' Goss



YS Deputy Editor: Jackie 'The Laddie' Ryan



YS Mascot: Gordon the Trap-Door Spider

Well Spring's very much in evidence, judging by all the flies and things buzzing around in the *YS* office. So don your rhino-hide protective clothing as the chrysalis opens and — yaaaarrrghhh — it's scarey insect





Spook Insect (And Arachnid) 'Facts' Galore: Spiders — yeeuurgh. The largest specimen that's ever been found was a female of the Goliath Bird-Eating variety. It was ten and a half inches long and had fangs a whole inch (yikes) long and weighed the same as a McDonalds Quarter Pounder. (i.e. a quarter of a pound, you clot).

Win Win Win!!



A Football Signed by Emlyn 'Eeeheehee' Hughes Which Will Be Presented To The Winner BY THE MAN HIMSELF!
PLUS
A Copy Of *Emlyn Hughes International Football* For An Unlimited Number* Of Runners- Up!

*It's true — read on

Audiogenic is coming up with a Trivia Knowledge type game, but guess what the forgetful scamps haven't got an awful lot of? Trivia Questions — that's what. And that's where you come in.

What you have to do is come up with a trivial sort of question (on any subject in the cosmiverse, past or present — but it's got to be original: no nicking questions from *Trivial Pursuits*) followed by three possible answers, one of which will be correct. The writer of the best question and answer set wins the autographed ball and a chance to be rude to Emlyn, while all other readers whose questions Audiogenic choose to use in its game, will win a copy of the Emlyn Hughes footie game (see, a potentially unlimited number of runners-up prizes — everyone's a winner).

WHAT TO DO NOW...

1. Go and buy a postcard and a stamp.
2. Write (legibly) on the back: 'Question' (followed by your question). Then underneath add your three answers (and tick the one that's correct).
3. Bung your name and address on the right-hand side.
4. Address the front to 'Ah Can Ah Can Ah Can Ah Can Win A Football David, Ha Ha Ha' Compo, Beverley Gardner, Audiogenic, Winchester House, Canning Road, Wealdstone, Harrow, Middlesex HA3 7SJ.
5. Affix the stamp and slap the postcard into a postbox.
6. Join a travelling circus.

(Oh, and by the way — your questions mustn't contain more than 60 characters, and the answers not more than 16).

GAMES TOP 10

This Month	Last Month	Game/Publisher
1	(1)	*Robocop*/Ocean
2	(7)	*Operation Wolf*/Ocean
3	(2)	*Dragon Ninja*/Ocean
4	(NE)	*War in Middle Earth*/Melbourne House
5	(RE)	*Afterburner*/Activision
6	(4)	*Wec Le Mans*/Imagine
7	(9)	*The In Crowd*/Ocean
8	(10	*Thunderblade*/US Gold
9	(NE)	*Football Manager 2*/Addictive
10	(NE)	*Fun School 2*/Database/Mandarin

This Month	This Month	Game/Publisher
1	(1)	*Treasure Island Dizzy*/Code Masters
2	(NE)	*Gun Boat*/Mastertronic
3	(NE)	*Joe Blade 2*/Players
4	(9)	*Ghostbusters*/Mastertronic
5	(NE)	*World Games*/Kixx
6	(NE)	*Spy Hunter*/Kixx
7	(NE)	*Super Cycle*/Kixx
8	(NE)	*Who Dares Wins 2*/Alternative
9	(8)	*Footballer Of The Year*/Kixx
10	(RE)	*Commando*/Encore

MIDLAND

FIXED IT FOR ME (AND MEEE, AND MEEE)

Raffaele Cecco, Hewson's star programmer, was pretty chuffed recently: Midland Bank arranged for Mark Watson, a 15-year-old Jersey schoolboy and winner of a *Jim'll Fix It*-type competition to be flown over to Hewson's offices for 'a meet'. The two chums hit it off immediately, and after a tour of the offices and a sneak preview of Raff's new game *Stormlord,* they were joined by Andrew Hewson himself for a slap up nosh. As a memento of the day Raff presented Mark with a framed print of the *Stormlord* artwork (the game's released this month), and then there was the inevitable tearful farewell and long flight home (through a freak swarm of mutant killer locusts).



NEW ASSOCIATION

A new association has been launched — the Entertainment Software Publishers' Association to be precise, in which loads of software houses will be getting together and pooling financial resources, thereby enhancing the ability for market research (more dosh, you see). ESPA's ultimate aim is to improve the popularity of computer games, which it will do by publicising them on television and in the daily newspapers. This means parents (don't let yours read this bit or the game'll be up) will buy more hardware and software for Christmas presents. Bzzzzzzz.

THE *PSSST* GLOSSARY OF INSECT NOISES



No. 1 THE BEE; BEES GO 'BZZZZ'. NEXT MONTH, THE HOUSE SPIDER

TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The World's Greatest Train Spotters No. 452. David Bellamy

Pwoooaaarrr, look at this! I've been 'gwubbing' my way through the flora, and I've gorn and found myself loads and loads of fauna. Let's examine it. Coooorrrr, look at this lovely lickle fellow, it's a Stag Beetle (Lucanus Cervus), and isn't it big? Let's see if we can make it a bit smaller, shall we? (Yank). Bwooaarr, that's a bit smaller, isn't it. A whole leg smaller. Let's see if we can miniatuwize it even further. (Yank, yank, yank, yank, yank). There we are. A Stag Beetle with its undercarriage up. Hwo ho ho. 'Coooorr, you nasty old thing' you're all pwobably thinking, but don't worry — the incwedible thing about Stag Beetles is that their legs grow back again (*Erm, they don't actually — so don't try this trick at home. Ed*) so this little chap will be scuttling around to his



heart's content in a couple of days time. Let's have a peek at another of these specimens. Fwwwoooooorrrrr, look at this one — it's all grimy and covered in slime. Let's pop it in my mouth, shall we? Roooooaaahhhh. Chomp chomp chomp. Loverly. Takes me back to my Twain Spotting days, when I used to fill my Parka pockets and Pan Am bag with all manner of cweepie cwawlies. They helped me to pass the time between twains. Fwwoooooorrrgh — what's that moving awound down there, hey, it's a dwagonfly. Crunch! Ho ho ho! Don't be alarmed though, the weally amazing thing about dwagonflies is their amazing ability to come back to life after being squashed totally flat! (*Um, that's not true either. Ed*). Frrooaaaarrrhhh!!!!

Tizers

• You may be wondering why things have been a touch quiet on the Firebird/Rainbird front. The reason is that everything's on hold over at Telecomsoft for a while because it's up for sale. A deal should have gone through by the time you read this, but though the prospective purchaser is an open secret in the industry at the moment, it's best not to say anything until it's signed, sealed and delivered...

• Software Communications (Martech) is launching a new software label called Screen 7. Its first release will be *Jaws*, and there'll be more to follow. Watch this space...

• System 3 has a bundle of follow ups to this months cover game *Dominator*, lined up for the rest of this year. For a start there's an Indiana Jones-type arcade adventure called *Tusker* about an explorer hunting an elephant's graveyard. Then there's *Vendetta* a tennis game with an, as yet unsigned, celebrity to promote it, and a racing thing called *Run Out* (Hmm. Sounds like an anagram). Best of all though looks to be its Xmas release *Myth*, an arcade adventure that'll take you through a series of levels from Norse mythology, to ancient Greece, medieval England and Japan. It's looking very detailed, playable and colourful. Corks!

• One of the best Speccy games we've seen in a while is currently without a name or a publisher, but it's been developed by Probe the programmers who did such whizzo games as *Outrun Europa* and *Dynamic Duo*. It features a little man with a jet pack trapped in a maze, and is very colourful and playable in a Raf Cecco-style. But unlike his work, this game scrolls in every direction to boot! We're well impressed...

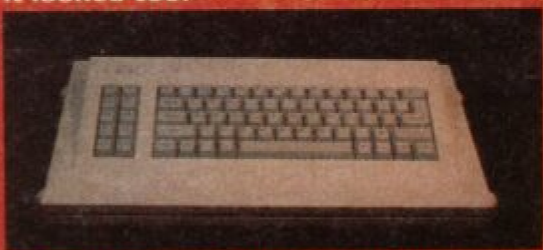
• This year Activision has a whole list of Sega arcade conversions on the cards, leading up to the epic racing game *Powerdrift* at Christmas. These include *Ninja Spirit, Hot Rod, Galaxy Force, Super Wonder Boy, Sonic Boom, Altered Beast* and *Dynamix Dux* all of which should be available in pretty rapid succession towards the end of the year. *Galaxy Force*, if you haven't seen it, is a very fast space racing game along *Afterburner*-ish lines, which should make for an interesting conversion.
There's also another arcade licence called *Fighting Soccer* (not about hooligans we're assured) and *GhostBusters 2*, based on the sequel to the original smash hit movie due in September is on the cards too.

pssst

PLAY IT AGAIN SAM



The SAM is here at least (well, almost!) We've seen the SAM Coupé – the £150 entry level model of the new super-Speccy compatible from Miles Gordon Technology – up and running at a recent trade show, and very spiffy it looked too.



Snouty wrote a more in-depth feature on this latest new development in cheap home computers back in issue 39, and we'll save further comment until we get a sample of this Speccy compatible machine on test in a few weeks. You'll be able to buy one in the late summer with luck, and should get a very strongly built and adaptable little machine with graphics and sound approaching current 16 bit standards, and of course an immense back catalogue of compatible games and programs. Yabba-dabba-do!!

TUNE IN TO RADIO *YS*



Yeah! *Your Sinclair* is going to be famous (as if it isn't already!)

There might still be a few poor souls around who don't realise yet just what a splendiferous mix of Speccy news and reviews *YS* is! So we're going to tell them!

Listen out to the Network Chart Show on your local independent radio station on the 21st and 28th of May, 1989. We'll be there, blowing our own trumpet (Oo-er) loads of times between 5.00 and 7.00pm on these two Sundays, with a couple of famous voices extolling the virtues of the prince of Speccy mags. Remember, the 21st and the 28th May – don't miss it!

Gun Fight At The Speccy Corral!

A light gun for the Speccy? You better believe it! Trojan Products of Swansea has just produced a Sinclair 'Magnum' light gun which will let you shoot at things on your TV from a range of around five feet! Yeeha!

Fully compatible with the 128K and with plans to develop a 48K model too, Trojan will be selling the gun for a mere £29.95 with a pack of six specially designed games to go with it. And with major software houses such as Domark, Ocean and US Gold planning to write Magnum compatible games, it looks like there's loads more fun in store for all us shoot 'em up freaks.

The Sinclair 'Magnum' light gun will be in your shops soon. Watch this space for more news.



RACHAEL'S FILM REVIEWS

PAPERHOUSE (15)

Charlotte Burke, Ben Cross

Sweet dreams, sweethearts, because Rachael's here to sketch out a nightmare. See - I'm drawing a house and you're dreaming about it. Now I'm doodling a boy in the window and you're chatting with him.

But who's the figure I've outlined on the hillside? Why it's the boogey man. Not all good bad dreams happen on Elm Street, you know. You can suffer disturbed sleep in suburban London too - so try to wake up, while you still can.

Anna's a fairly typical eleven year old girl - meaning she's more evil than most movie monsters, bunking off school and the like. But her worst talent is for creating pictures which can't be rubbed out - and which come to life when she closes her eyes.

It may sound like a Freddy rip-off, but *Paperhouse* has far more depth than Kreuger's capers. Nodding off's the last thing you'll do. And though there are fewer gory FX, they're replaced by a succession of shocks which will alarm you more than your bedside clock!



Paperhouse shows how scary an intelligent horror film can be, so sharpen you pencils and make designs on seeing it.

MISSISSIPPI BURNING (18)

Willem Dafoe, Gene Hackman

There's nothing like good ol' Southern hospitality. They drive you off the road, shoot you in the head, then dump your body in the local swamp. Finger lickin' friendly!

It's 1964 and groups of white college kids are driving down to the Deep South to try and persuade the impoverished, oppressed blacks to register so that they can vote. But the South's still pre-Civil War when it comes to racial equality and those goons in white gowns the Ku Klux Klan, don't take kindly to that sort of Yankee interference.

The KKK start by terrorising families and burning churches. Washington waits. Then a carload of young activists goes missing and it can no longer ignore the evil that exists in Mississippi. The FBI is called in.



Dafoe, from *Platoon*, is serious, bespectacled, Agent Ward. Hackman, star of *French Connection*, is his sidekick, who prefers to connect fist with Klansman's chin. Together they drive into town to try and unravel the mystery.

At first their investigations don't get them very far - hardly surprising as the Klan virtually runs the place, from the politicians to the police force. In the end Dafoe is forced to adopt Hackman's tactics and fight dirty.

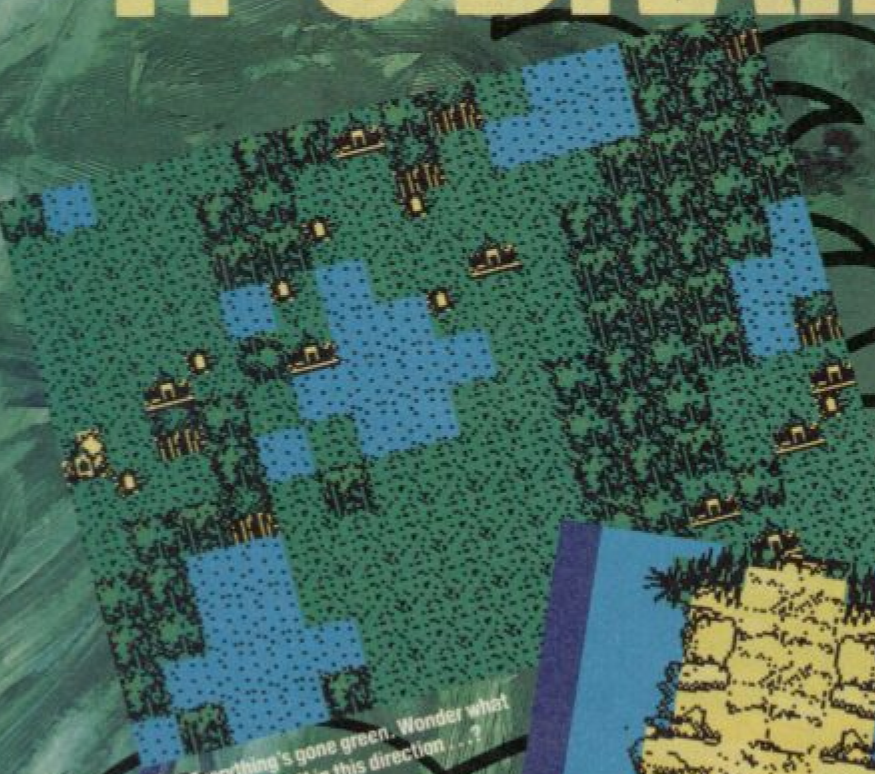
This would make an exciting thriller on its own - but it's based on fact. Some of the scenes in *Mississippi Burning* are so shocking that it's got an 18 certificate. It's a film which deserves to be seen though, because it lays bare a monstrous episode in America's recent history.

Psst Off With Pitstop?

Yes, we know, we know. Billions of you rang in to tell us about the mistake in the April issue of *Program Pitstop*. So to put you out of your misery we've prepared a corrected version of the *ASC II Search* program, which was printed incorrectly in Issue 40 and *The Hacker* from Issue 41. If you want your very own copy of these astonishing programs, here's what you do. Simply send an sae addressed to Give Us The Proper Program Purlease, and mark your envelopes Issue 40 or 41 (depending on which program you want) and send it to, Castle Rathbone, 14 Rathbone Place, London, W1P 1DE. We'll send you the corrected version post haste.


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IT'S BRAINBLENDINGLY



Eek! Everything's gone green. Wonder what happens if I set off in this direction . . .?





Golly! I come across a wibbly alien village with big crazy alien statue things. Can't see much sign of any space ship bits though. Where's my handy compass got to . . .?



And what a tape we have for you this month! Yes indeedy, not only an absolutely mammoth full price game from Electric Dreams, but a playable demo of a hot new release from System 3! It's a stormer!

But why hang around here killing time when there's a whole universe of adventure bursting from the front of this very issue (unless you've been 'done' by the man in the corner shop!) Forty billion screens (FORTY BILLION!) on Side A alone! Fair makes your brain go squiffy just to think about it, doesn't it?

YS SMASH TAPE No.1

Explorer   Electric Dreams

It's big! It's beautiful! And it's . . . dead easy to get lost in. *Explorer* is an absolutely massive game, packed with 40 billion different screens. Yikes! You're not going to finish this one in a hurry, and that's for sure!

You play the pilot of a space ship that's crashed on a planet's surface. Basically you're stuck with bits of your craft scattered in this direction, and other bits in that direction. It's a miracle you're in one piece yourself really.

To escape you've got to find nine vital components, which would be a quite ludicrous task if you hadn't managed to grab a few bits and pieces before you came down. These include a laser pulse gun, a jet pack for those journeys that are too far to walk, and a sonar, which can give you a bearing and rough distance to any useful object by bouncing an echo off it.

Whip out your handy dandy compass, match the bearings, and off you go in search of your missing equipment. You also have some radio beacons, which you can drop anywhere and use as useful reference points to remember where you are. Right, let's set off and pick up the pieces, shall we?

The first thing you'll notice about *Explorer* is that it's green. Very green. When it was first released the graphics were variously described as 'brilliant,' 'incredibly detailed,' 'quite superb' and 'very jungle-ish' and who are we to argue?

Effectively there are two modes of view – from on the ground or – using the jet pack – from 1000 feet in the air. On ground level, you move through a vast series of absolutely superb static backdrops of forests, mountains, statues, villages and the like. Occasionally you will come across swirling patches of colour – which are dimensional gates taking you anywhere you wish to name – or be attacked by energy draining bugs. Fight these with your gun, accessed through Weapons Mode. There is a way to replenish lost energy, but you'll have to find that out for yourselves.

From the air you fly over a map of a section of the planet with all the lakes and woods laid out beneath you. Unfortunately you won't find the visual element too much help in finding your way around – you can recognise some places when you go back to them, but in general it's very much like being stuck in the Amazon rain forest.

You can use the keyboard or any joystick. And here's a few handy dandy moves for both. On the ground pushing the 'stick forward or pressing 9 takes you in the direction of the compass bearing (use the Fire button or any key to stop.) Pulling it back or using 8 turns you around 180°, while a left (6) or right (7) movement turns you in those directions.

U takes you up a thousand feet, press it again and you get another thousand, while D takes you down again. Once flying the joystick will move you in any direction, or use 6 (west), 7 (east), 8 (south), 9 (north). Pressing Break/Space brings up the menu, and the first letter of any item will access it. If you're in weapons mode push the fire button to use your pulser gun.

...Y BRILLIANT!!



DOMINATOR System 3

Yuk! You're trapped inside a giant alien space creature! Squirm as you have to squeeze past the slimy ribs! Shudder as you approach its pulsing heart! Quiver as you're attacked by embryos, dripping ulcers and violent blood cells. What a palaver! What an old mess!

Dominator is a scrolling shoot 'em up from System 3 with a rather icky premise. You must fly your little spaceship up inside this alien rock/machine/creature thing that's threatening the earth and make your way through to its head, where you blow its brain into an even squidgier mess than it is already.

In the playable demo we have here for you, you get to play half of the second load (it's a four part loader) which is a horizontal scroller where you meet lots of pink animated heads with snapping teeth, wibbly eyeballs and waves of zippy aliens. Yowp!

As with most shoot 'em ups of this nature you get to collect various add on bits as you go. Shoot white Bonus blocks (don't try to fly over them) for extra lasers, big smart bombs, giant missiles, backward firing thingies, the list is . . . well, about five, actually. And if you want to find out more about this fabby game (which is featured on the ol' cover don'tchaknow), simply turn to page 14 and take a gander.



PLUS!

And there's more. For the first time ever in the history of *YS* we're giving you yer akchewal honest to goodness screenshots of the latest games in full screen size colour. On the end of one side of the tape you'll find a screenshot of one of the games reviewed in this issue – to give you a flavour of what it'll look like on your very own Speccy. It's the first time we've done this, so why not write and tell us if you think it's a good idea?



TAPE RETURNS

There's always one, isn't there? No matter how much you wibble the Speccy about a bit, check the tape deck and the power pack, and generally make sure there's nothing wrong with your equipment (Oo-er) the tape still refuses to load. Frustrating we know, but don't despair, 'cos for your delight and delectation we've got the *YS* four point guide to getting things right.

1) Take two envelopes. Write your address on one of them and this address on the other: *YS* Tape Returns, PO Box 320, London N21 2NB. Stick stamps on both of them.

2) Take your offending cassette and put it in the *YS* envelope along with the one addressed to yourself.

3) Toddle along down the post box with your package.

4) Voila! Pretty soon a brand spanking new copy of your game will plop onto the door mat. Load it up and play it! You're onto a winner!

EXPLORER

Use joystick or keyboard.
On the ground: 6=left, 7=right, 8= 180°, 9=forward.
In the air: 6=west, 7=east, 8=south, 9=north
0: go up 1000 feet. D: come down again. Break/Space: menu

DOMINATOR

Use joystick or keyboard.
A up, Z down, X left, C right, V fire, P pause, Q quit.

EXPLORER
(ELECTRIC DREAMS)

Exclusive to *Your Sinclair* for any Spectrum

PLUS

DOMINATOR
(SYSTEM 3)

PLAYABLE DEMO!

EXPLORER © *Your Sinclair*/Electric Dreams
DOMINATOR © *Your Sinclair*/System 3

YOUR SINCLAIR

FOLD

EXPLORER

Search the Emerald Planet for nine missing parts to your space ship. Use compass, jet pack, pulse gun and space warps as you avoid energy-stealing robot bugs and explore the forests of this gigantic planet. 40 billion screens of mappable adventure!

DOMINATOR

Destroy the alien entity threatening your planet by flying up inside it and making your way through to destroy its brain.

FOLD





L A S T
NINJA 2
Back with a Vengeance!
Born in a time of peace, lived in the time of war; the shadow warrior returns. Leaping the abyss of time he comes to fulfil his destiny!
DATELINE: 1988 Manhattan THE TIME: Now
THE QUEST: to destroy the eternal evil... KUNITOKI!
SYSTEM 3
Commodore screens shown.
Commodore 64/128 Cassette £12.99 and Disk £14.99
Amstrad CPC Cassette £12.99 and Disk £14.99
ZX Spectrum 48K/128K/ + Cassette £12.99
MAIL ORDER — Please make all cheques and postal orders payable to: System 3 Arcade Software Ltd. at 23 Pond Street, London NW3 2PN
Tel: 01 435 8448
© 1988 System 3 Software

What? System 3's *Dominator*? A shoot 'em up *inside* an alien? Surely some mistake. *Duncan MacDonald* pops to the *YS* 'endoscope cupboard' to get the only equipment that'll help him see what's going on... yep, an endoscope!

YS MEGA PREVIEW



Phew! Pretty rum this. A giant alien has been dumped in Rathbone Place, and there's apparently a game going on inside it.

Blimey. Luckily for once the *YS* endoscope cupboard isn't bare – it's literally packed with the groovy surgeons' aids, so I can have which ever one I want. Hmmm, I think I'll have the nice big yellow one with the purple zig-zaggy bits on it. Okay, hang on a mo while I stick the optic-fibre 'business end' down the throat of the vile beasty – sliiissshhh, sliiiissssshhhhhh. Ahhh! That's done the job, now to have a butchers: I'll just peek through the lens. Eh? Nothing at all... total darkness. (*Turn on the endoscope lightsource. Ed.*) I know, I'll turn on the endoscope lightsource. Click.

Yaaaarrrrggghhhhh!!!!!!!

I appear to be viewing level one of the game, and it's absolutely 'orrible, but I'll get back to that: firstly, I'd better explain the scenario to you in a little more detail.

You and a small handful of people are the last of a colony left on planet earth – which is being taken over by a monster. This monster, with a view to becoming the most sophisticated life-form in the universe, intends to incorporate the most essential qualities of the animal kingdom into its 'bod', which it does by indiscriminantly absorbing all the natural matter on the globe – human flesh included (the extra-terrestial scamp). It's already got pretty far along its chosen path of evolution, and there are only a few traces of its original machinery remaining ('cos it was originally totally mechanical, you see). Cogs and pistons are now overgrown by flesh, ribs and natural organs. Anyroad, you've got to kill the rotten chump by... well you should have twigged by now.

Right – back to level one (there are four large levels, by the way, each loaded separately). This is a long vertical scroller, in which you're inside the equivalent of a torso. Growing from the walls either side of you are ribs with which contact is fatal. Lucky for you then that your spaceship has got guns, so you can blast them to bits: not so easy, though, when you consider that there are all manner of nasties hacking at you with murderous intent.

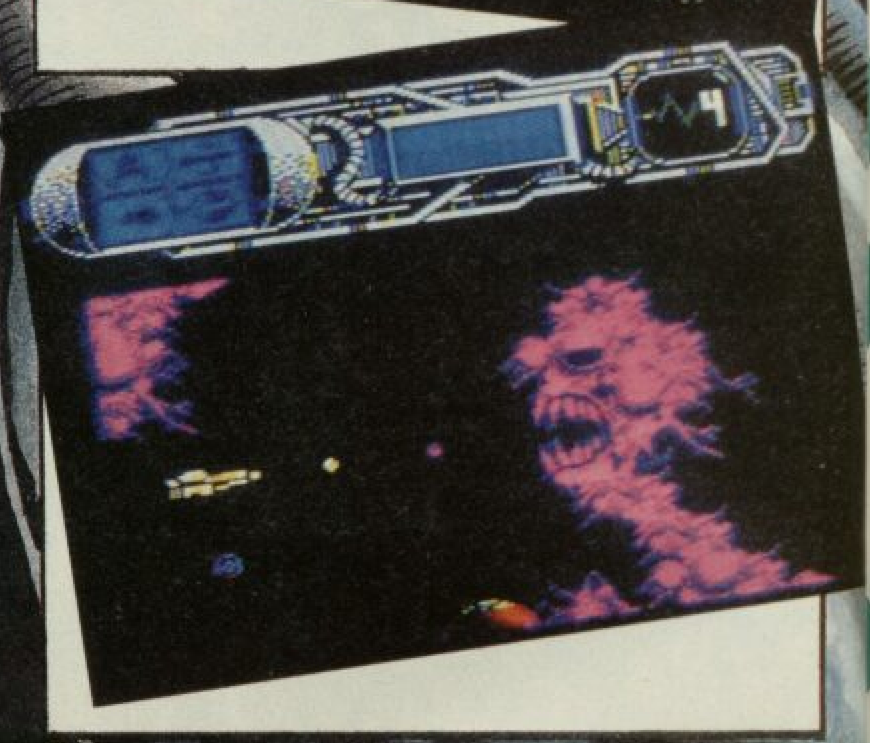
With the aid of power-up icons (giving you such things as lasers, smart bombs and auto fire) you might still make it to the end of the level, where there's the obligatory end of level nasty, and in this case it's a gigantic throboid (Oo-er)! The very heart of the alien itself: it wibbles and pulsates. Blow this out of the 'sky' and it's time to load up level two (strange: you've just totalled the aliens 'ticker' and he still hasn't popped his cork – still, c'est la vie, it's essentially a mechanical alien I s'pose).

Level two is a horizontal scroller (as are levels three and four). Watch out for the walls again, 'cos this time there are eyes and opening jaws gunning for you (plus waves of aliens speeding in your general direction). Negotiate these perils, plus the giant bees which shoot out of a 'honeycomb' section, and it's end of level spook-horror time again, this time in the guise of a giant wall of eyes. Eeek!

Level three takes place in a part of the alien where his machine-origins are more apparent: it's like a factory with pistons sliding in and out of their cylinders. Slime which drips from the ceiling has to be avoided, as do yukky killer mushrooms. The treat awaiting you at the end is a giant frog with a long tongue. Guess what it tries to do to you with this? That's right chums, it tries to kill you with it. Bleeee. Get to the final level and you'll find you've made it into the aliens head – inside its mouth to be precise where you'll find horrid, plaque-covered teeth covered in goo. Defeat the persistent waves of nasties, and you might find yourself face to face with the thing you've got to disintegrate before the alien will die. But I'm not going to tell you what it is. (*Oh yes you are. Ed*). Erm, it's the alien's brain.

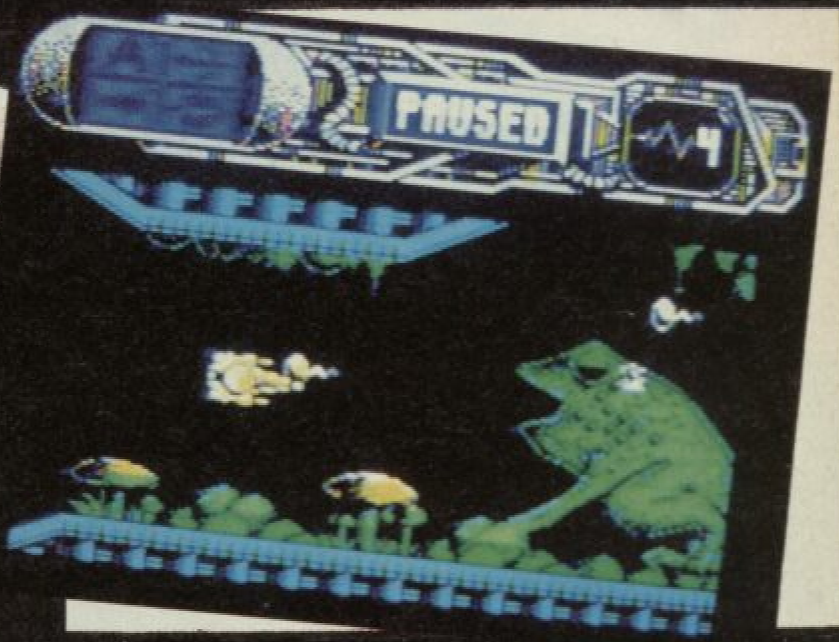
Dominator looks as if it's going to be well spanky, what with its four torturously long levels, smooth scrolling, loads of colour and a squillion and one nasties to dispose of. In fact, it's probably hoping to 'bite the heels' of *R-Type*. Could it possibly be that good? You never know, do you?



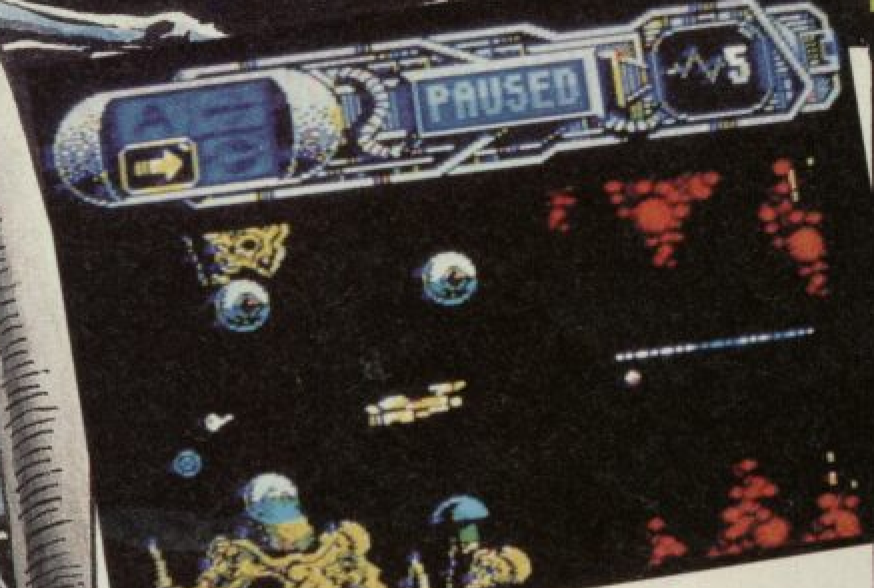


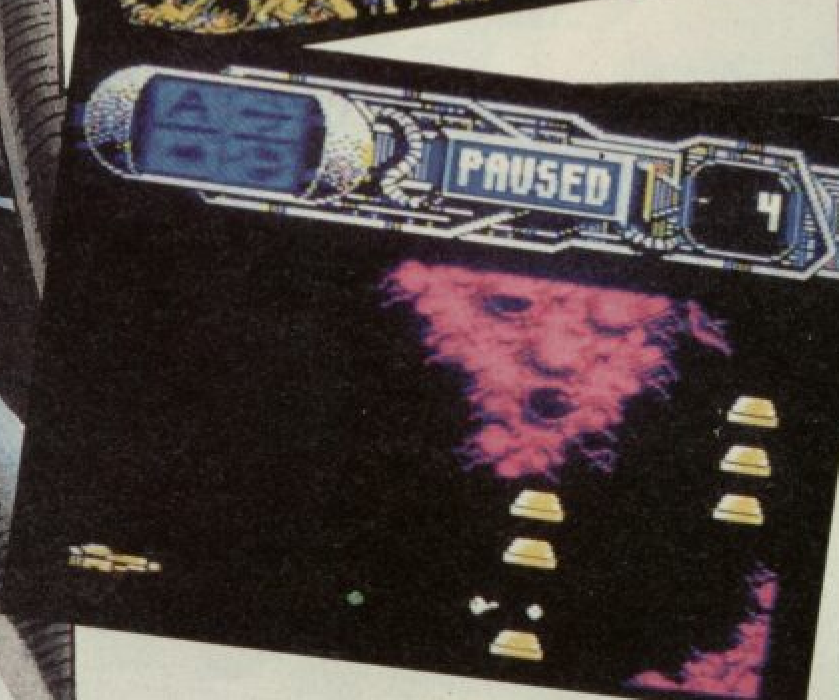
SAY AHHH!





The *YS* ABC Guide To What To Do If You're A Surgeon Who Wants To Look Inside A Patient (Or An Alien) And Haven't Got An Endoscope Handy...





A is for Anaesthetic
Rather a good first step, this stuff. Things are going to get a bit painful for the patient (or alien), so it's probably a good idea if they're in 'the land of nod.'

B is for Bed
Pretty handy too. You wouldn't want to operate on someone who was sitting in a chair now, would you?

C is for Car
Handy escape mode if things go a bit wrong.

D is for Dipstick
Useful for checking the oil level in your 'Car'.

E is for Endoscope
You haven't got one of these, which is the whole point of this column. Go away.

F is for Fiddling About
What you do once you've made your initial incision.

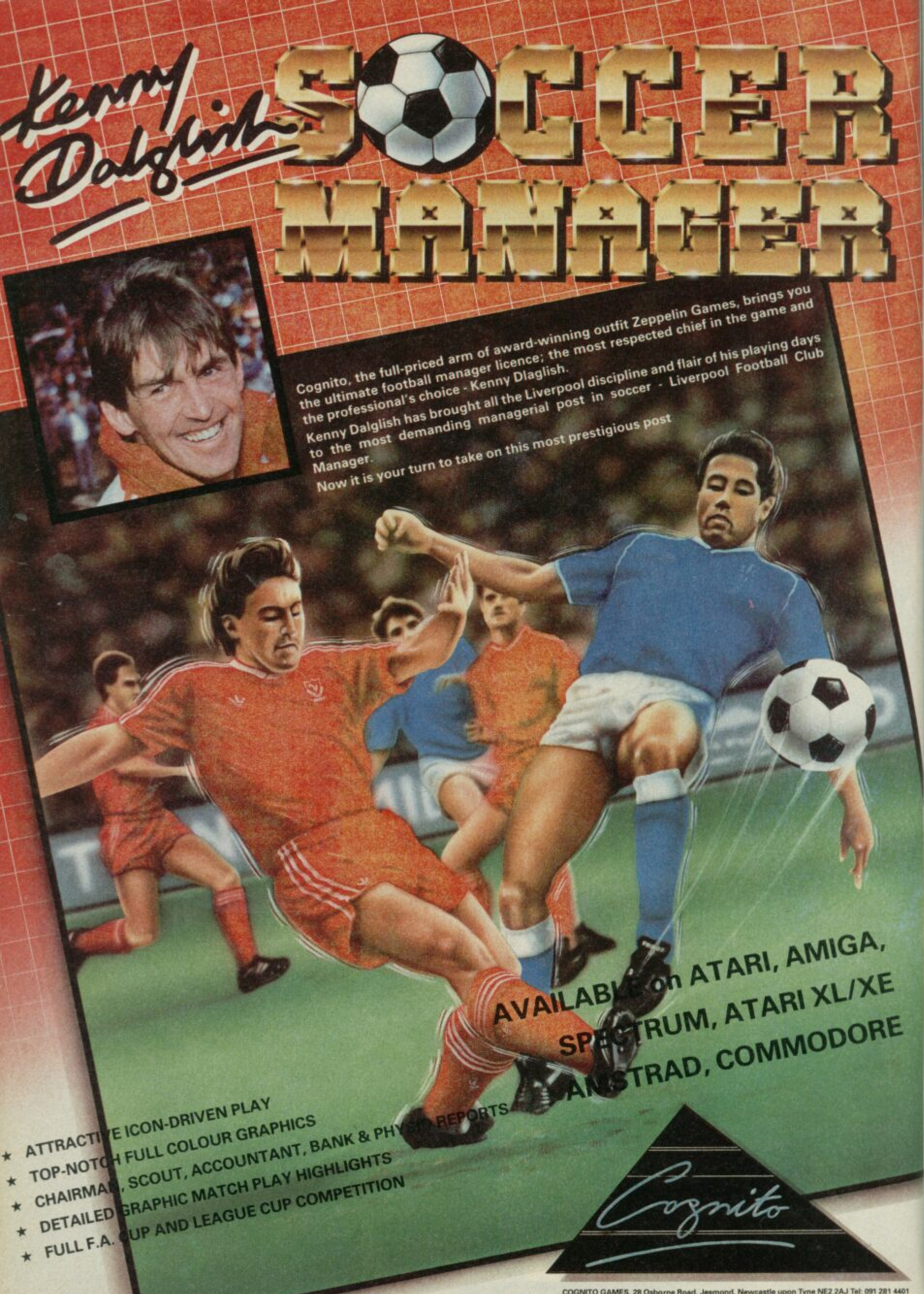
G is for Goat
Not the kind of animal to have in the operating theatre (*Eh? Ed*).

H is for High Speed Drill
Very useful for drilling into the firmer body parts (at high speed).

I is for, erm... *(Go to the next one. Ed.)*

J is for, um, J-Cloth
For cleaning up after the 'op'

K is for Katmandu... *(That's enough letters of the alphabet. Ed.)*


Kenny Dalglish
SOCCER MANAGER
Cognito, the full-priced arm of award-winning outfit Zeppelin Games, brings you the ultimate football manager licence; the most respected chief in the game and the professional's choice - Kenny Dlaglish.
Kenny Dalglish has brought all the Liverpool discipline and flair of his playing days to the most demanding managerial post in soccer - Liverpool Football Club Manager.
Now it is your turn to take on this most prestigious post
AVAILABLE on ATARI, AMIGA,
SPECTRUM, ATARI XL/XE
AMSTRAD, COMMODORE
★ ATTRACTIVE ICON-DRIVEN PLAY
★ TOP-NOTCH FULL COLOUR GRAPHICS
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★ DETAILED GRAPHIC MATCH PLAY HIGHLIGHTS
★ FULL F.A. CUP AND LEAGUE CUP COMPETITION
Cognito
COGNITO GAMES, 28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ Tel: 091 281 4401

OI! DID YOU CALL MY SPECCY A PUFFY?

Oooh! La La! You naughty English persons! Win a magnifique weekend for two in 'gay' Paris! Win beaucoup de copies of *Puffy's Saga* and other Ubi Soft goodies!

YS COMPO

If you have that really weird oriental habit of reading a book or mag starting from the back, you'll no doubt have already come across the Future Shock on froggy software house Ubi Soft's new title *Puffy's Saga!* It's an arcade adventure where you get to rescue your girlfriend, 'Puffyn.' She's a crazy yellow ball with a ribbon tied around her and she's trapped in a maze full of dragons and all sorts! Blimey! Looks good doesn't it?!

And to celebrate the game's imminent release, here is your chance to cop a loada goodies from our kind Gallic chums at Ubi Soft!

Qu'est ce qu'on peut gagner?

What can one win? in other words. Zut Alors! Only a 'fantastique' weekend for two in Paris – that's all! Yep, you and a chum or chumette (or your mum if you like) can spend a fab weekend in the capital of France with free transport, accommodation, and even a spooky tour thrown in courtesy of Ubi Soft! And second prize winners won't be disappointed either. They'll get Ubi Soft goodies including copies of *Puffy* and its last release *Skateball* (scored a big 'huit' in our Feb ish). Aw! What about the next ten? Oh, alright then. The next ten runners up will also get goodies including Ubi Soft bags and T-Shirts!

Alors, qu'est ce qu'on doit faire?! (Come again, chief?!) (Oo-er!)

What do you have to do?

Well, it's simple innit!? Pictured below you can see the lovable Puffy impersonating several famous French personages. All you have to do is scribble on the coupon just who the four people are, along with your name and address, and stick it on a stripey T-Shirt or a carte postale and send it to 'Sacré Bleu! Who Are You Calling Puffy, Mr So-Called Johnny Onion' Compo, *YS*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Don't forget, you can say 'au revoir' to any entries we receive after June 30th!

A.



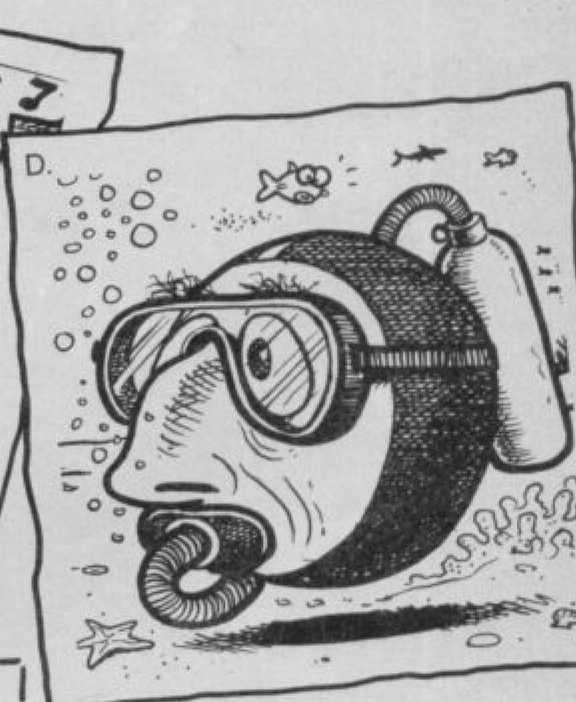
B.



C.



D.



With my towering intellect and an eiffel of the above piccies, I've sussed out that Puffy is pretending to be:

A) ....

B) ....

C) ....

D) ....

Nom ....

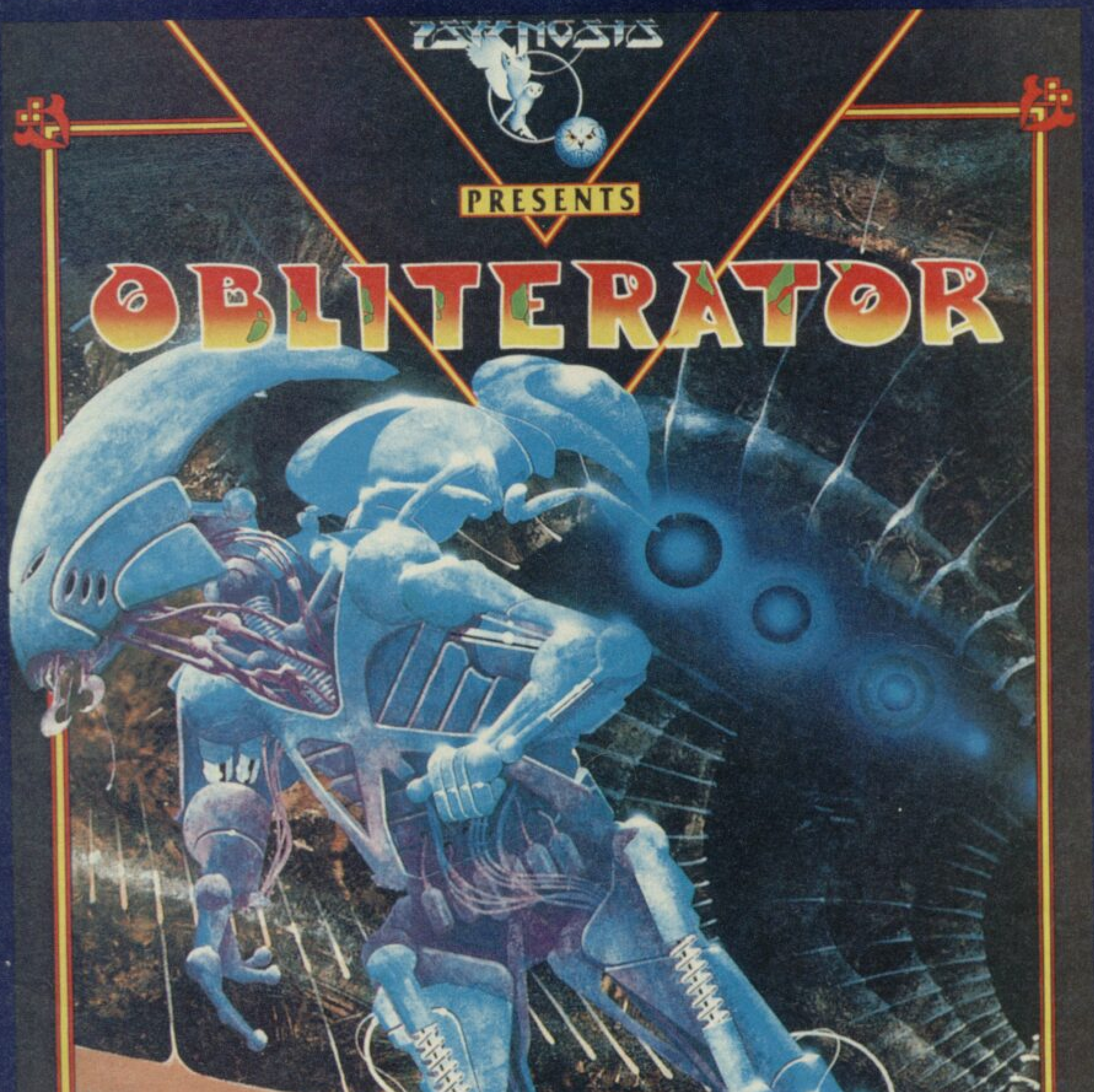
Addresse ....

....

Code Postale ....

RULES

- Any employees of Ubi Soft and Dennis Publishing found entering this compo will be called Puffy and will be sent on a Saga Day Trip to Bognor! (No, no, mercy!)
- No one better have the (Charles De) Gaulle to send in their entries after the 30th of June.
- T'zers decision is final 'cos she knows her onions!



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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

IT'S A MIRACLE

Oh mighty, mighty powerful one. A couple of months ago my trusty 48K conked out so I had it mended, then recently the same thing happened again so I took it back, saying "a couple of months ago you mended this and now it's gone wrong again." To this the reply I received was "Costya 27 quid!"

I ain't paying 27 quid I thought, so I walked out in a huff and bought YS. As I caught the bus I put your hyper-skill mag in the bag along with my computer. Then when I got home I plugged in my computer and it worked — it must have been the miraculous power of your absolutely brilliant, superskill megamag. So thanksalot!! You're the best mag in the world, and you yourself personally are absolutely excellent (plus you're better looking then certain teddy bears I could mention.)

Andrew McAuliffe
Blackthorn, Northampton

Well, it's just more proof (as if any were needed) that Your Sinclair refreshes the parts other computer mags cannot reach. **Ed.**

SMALL PRINT

I like the photo of you. You should take up scaffolding.
A. Faulkner
Burnham on Sea, Somerset
I studied scaffolding at university, as it happens. **Ed**

I suggest you make David McCandless re-write *Program Pitstop* or people might think Macca is Crappa.
Matthew Stack
Keighley, W. Yorkshire
Some people already KNOW Macca is crappa. **Ed**

I'd rather jack than *Sinclair User*.
Mike Reid
Fyfe, Scotland
I'd rather Jill than Crash. **Ed.**

My favourite saying — attention all units.
Michael Dyekowski
Redcliffe, Zimbabwe, Africa
Pete Beale's favourite saying — leave it aht Cath. **Ed.**

Does your grandmother ride a pony?
Paul Burnley
Shipley, W. Yorkshire
No, she's dead. **Ed.**

I'm a sub.
Yotam Ben-Ami
Madrid, Spain
I'm a powerboat. **Ed.**

TWICE AS NICE

It's about the competitions. There's nothing wrong with the actual things themselves, but where you print them is a pain. I mean, why do you put them on the reverse side of a page with something brilliantly superb on the other. For example issue 40: on page 68 there's a compo to win a +3 and on the reverse side is the one and only *Bargain Basement*, so if you snip out the coupon you ruin your copy of YS. The only solution I have found is to buy two copies of the mag: one for keeping for the future and the other for cutting out compos (you can also doodle on T'zer's face). But doesn't this mean paying twice for a single copy of *Your Sinclair*?

Russell Hart
Bolton, Lancs

Buying two (or indeed three) copies of the mag is the method I'd personally suggest, but if you're really tight in the old Shekel department you can always photocopy the competition coupons. And if I ever catch you doodling on my face you'll be for the high jump. **Ed.**

FREAK OUT

I have got a 48K rubber key Speccy and just recently it has started freaking out on me. When I turn it on loads of daft patterns come on screen and I can't get it onto the copyright screen. If and when I do finally get it going without it freaking out, and try to load a game, it just says M RAMTOP, NO GOOD 10:1 What does this mean? Because if you don't find out why these things keep happening I'm going to seriously damage someone's health by shoving my Speccy up someone's nose — SIDEWAYS. Please, please, please, please and four million more pleases can you tell me what's up. Oh, your mag's rad by the way!

Peter Leyland
Bacup, Lancs

There's a technical term for what's wrong with your Speccy. I'll just look it up in my 'Your Spectrum And What's Wrong With It' troubleshooter manual. Here we are, page 32 paragraph nine. Oh dear, I'm afraid it says 'Your Speccy is totalled'. **Ed.**

DOODLEBUGS



It's your very own scribbly wibbly time again, your chance to go down in the annals of art history and possibly even end up with your own spot on an Open University program lecturing about Modern Art and Modernism (or something). This months offering is from Bill of Underhill, and a red hot game is winging its way in his general direction as you read this.

If you want a red hot game to wing its way in your direction, then you'd better get a black pen out (a black pen out, a black pen out and shake it all about, you do the Okey Cokey then you....) Erm, where were we? Oh yes, bung your offering in an envelope and send it to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE.

Letters

A 1984 PERSON WRITES

Well done to all the members of the YS team for producing the best Spectrum mag in the world, and for brightening up a lonely 1984-type Spectrum owner's life.

I have been reading the mag now since it became *Your Sinclair*, and still have a few old copies of *Your Spectrum* lying in a cupboard. I have to say that there has been a great change in production and professionalism over the years. I love the new *Pssst!* section and the *Tip Shop*, but to my mind *Program Pitstop* is the best of your new features. The best part of the magazine however is the free tapes. These games, demos and extras are incredible.

Much as I would like to get games such as *Heroes Of The Lance*, I just do not have the money! It's very frustrating having a computer but only the chance of playing the same ancient games over and over again. Not so anymore! *Dustin* is brilliant — my favourite, closely followed by *Army Moves* and *People From Sirius*. In fact these cover games were what finally made my mum dig deep into her pockets and shell out the money for the subscription I have enjoyed over the last year — which meant I got the bonus of a free full price Ocean/Imagine game. I must come clean and admit that the free game I got with my subscription last October (*Target Renegade*), is my newest game (if you don't include the cover tapes). I will end by simply giving advice to any casual browser or regular reader of these pages: get a subscription! It's the best Spectrum investment you'll ever make!

Iain McGuire
Cambuslang, Glasgow

PS Due to me lending copies out to friends, I have got one of them to subscribe and another to, if not defect from another inferior magazine, at least to buy YS as well. Not bad eh?

You poor old thing. I expect you live on a diet of gruel and water and only receive an orange for your Christmas present. My heart-strings have been tugged to the point where I bestow upon you the Star Letter prize: i.e. three spanky new games to add to your moth-bitten collection. A warning to others hoping to clean up by sending a sob-story, though — it won't work. I'm now hardened to all tear-jerkers. Send them instead to Simon 'Simes' Bates. **Ed.**

HANDY TIPS

I would like to help a lot of people with two problems for the +3.

1) SAVEing 48K Basic programs to the +3 disk:
Add this line to the program:
1 SPECTRUM
Then SAVE 'name' LINE 1
When it runs you'll get an ERROR message. Then all you have to do is type:
1 and then ENTER (to remove line 1)
Then 'R' and ENTER to RUN the program

2) Printer port on the +3:
The way to get the printer to work with the +3 is to:
POKE 23354,62: POKE 23355, 16

Yo!

C. Andrews
Pontypridd, Mid Glamorgan

Yo! indeed. **Ed**

DODGY LUG'OLE

I've got a sob story to tell you people. Once upon a time.... What?? Enough of this tosh I hear you cry. Anyway, I had saved ten quid to buy *Xenon* 'cos you'd done a review on it in your April ish and megagamed it — and with the left-overs I was going to get *The Sacred Armour Of Antiriad* (which had got a good review in *Bargain Basement*). But disaster struck my mum went into hospital for an operation on her ear-drum (no jokes please) and I had to buy her a present, therefore losing my tenner. So, er, could this be the Star Letter or Star Sob Story. By the way, T'zer, you remind me of Janine of the *Real Ghostbusters*: sexy, cool and irresistable. Slimer reminds me of Sean Kelly — a fat ugly blob. I must depart — mother is calling me for assistance. Farewell and thank you for even letting my letter be a part of this raggamuffin style mag (*Eh? Ed.*)

Iain Kempson
Old Colwyn, Clwyd

Okay, you win the Star Sob Story, but unfortunately this new category only earns you a badge. Mind you, I'll send you another one for your mum to pin on her ear (or something). **Ed.**

OOH LA LA

Sacre bleu! Ou sont mon YS badge pour les charts de les readers, au l'issue numero trente-huit mon amis?

Daniel Pascall
Halifax, West Yorkshire

PS Bonjour Madam Pico, et death to les Trainspotters

Ooh la la. C'est on le way. Je suis toujours de petit pendant. Les pendant dans ma plume c'est....... er, I'm not really in the mood for writing answers in French today I'm afraid. **Ed.**

CANINE CAPER

Are you fed up with your dog chewing up your Quickshot II? Tired of constantly having to disembowel your canine friend because he's just eaten your Cheetah 125? Well, why not buy him his very own 'Doggie Joystick'? Sure to cure those dog mess blues.

Richard de Pelley
W on T, Bristol

Richard de Pelley? Now where have I heard that name before? **Ed.**





TRAINSPOTTER AWARD

MEGAMUTHA

I am claiming a Trainspotter Award because on page 68 in the March ish, in the Metal Muthas competition, you spelt Megadeth 'Megadeath'. The 'death' bit doesn't have an 'A'. I should know because I'm well into Megadeth.

David Yates
Oldroan, Merseyside

To decide whether or not you get an award I'm going to put a Megadeth album on at full volume for nine minutes. If any neighbours complain you don't get a Trainspotter, if no-one complains you do. Actually I'm not even going to bother putting the album on, as it's a foregone conclusion really, innit. No Trainspotter. Sorry. **Ed.**

T'ZER TEASER

Right then, T'zer me gal, yer little scheme's been rumbled. In *T'zers* in the March ish, in the bit where you're blithering on about *Renegade III*, there's a bracketed bit from the Ed telling you to shut up. Now then, now then, the more observant among you (been eating your carrots?) will notice something strange, or stvvvvange if you ask Frank Muir.

That's right: T'zer is Ed. You can't tell yourself to shut up (well you can I suppose, but anyway), so either;
1) T'zer hates herself
2) Someone else writes T'zers
3) T'zer is not the Ed after all
4) She's been getting grief off 'er 'oosband

Er, ignore that last one (*consider it ignored. Ed*) Now either send me a Trainspotter Award, £3,000,000 or a SAM Coupé. Your choice. Aren't I an amiable chap?

Leigh Loveday
Port Talbot

PS Did you know that Phil's name is an anagram of Hush Pilot? No? Well be grateful then.

Did you know that an anagram of your name is 'Give Ed a Holly'. And guess what my least favourite species of the plant kingdom is. That's right — holly. I hate the stuff. Which means I'm not going to give you a Trainspotter either. **Ed.**

LLANFAIR ETC.

I hereby require one of your Trainspotter Awards. While doing the incredibly peasy Christmas Wordsearch (ish 37), I noticed that your spelling had gone completely wrong. In particular the word 'LLANFAIRPWLLGWYNGYLL-GOGERYCHWYRNDROBWLLLL-ANTYSILIOGOGOCH'. In wordsearch you spelt it 'LLANFAIRPWLLGWYNGLL-GOGERYCHWYRNDROBWLLL-ANTYSILIOGOGOTH'. This is wrong. In the list you spelt it. LLANFAIRPWLLGWYNGYLL-GOGERYCHWYRNDROBWYLL ANTISILIOGOGOCH'. This is wrong as well, and is different from the wordsearch spelling, which is spelt.... (only joking). As you don't know how to spell it, here it is spelt properly: 'LLANFAIRPWLLGWYNGYLLG-OGERYCHWYRNDROBWLLLLA-NTYSILIOGOGOCH'.

The meaning, if you didn't know (and even if you didn't you should have) is, 'St Mary's Church in the hollow of the White Hazel near a Rapid Whirlpool and the Church of St. Tysilio near the Red Cave'. So now you know.

Michael Smalley
Grimsby, South Humberside

The good news is you've got a Trainspotter. The bad news is you've got to collect it from Gertrude, our 38 stone typesetter. She's the sort of girl who holds a grudge, if you know what I mean and she's dying to'meet' you. **Ed**

Letters

CODE MASTERS II — THE SEQUEL

Before you read this, please note that this is the same person who wrote about Code Masters in the Feb 89 ish: it isn't a copy — merely a follow up. (*Yes, yes, get on with it. Ed*)
David — We're back!!!
Richard — Our last game, *Space Invaders Simulator* stunned the public with record sales of 84 million!!!!
David — And this one is destined to be even bigger!!
Richard — Yes! *Interplanetary Satellite Quadracer Motocross Stuntman Simulator* is so brilliant it's sold 70 million copies even before release!!!
David — Richard! Watch out! Our incredible Cyberprobical monster sprite is so life-like it just jumped out of the screen and started shooting real plasma-bolts at you!!!
Richard — So it has! Our second cousin's twice removed late aunt's half brother's grandfather, Ebenezer Darling has done a great job as graphic designer, hasn't he David!!!
David — Yes he has Richard. The monster at the end of level 58 is so massive that you'll need four television sets to fit it in!!!
Richard — And so colourful, detailed and superbly animated that you'll need sunglasses to play it!!!
David — But our adoring public needn't worry, had they Richard? The four tellies and the sunglasses are totally free with the game!!!
Richard — So is the quad-racer!!!
David — As is the country of Venezuela!!!
Richard — Indeed it is.
Both — So rush out and buy our latest title today. It's the most revolutionary piece of software since the last title from Code Masters — the most honest company in the business.
John Hunt
Irvine, Ayrshire
PS Shall I start writing part three for July 1989?

Erm, no thanks. That's quite enough Darling brothers dialogue for now (and in fact for quite some time to come). **Ed.**

THE WONDERFUL WORLD OF SPECCY

Every month we ask readers from all over the globe (even from page 132 of the Times World Atlas) to write in and tell us.... erm, things. This month we had a missive from Burma, only further examination of the air-mail envelope revealed two British postage stamps and a Leeds postmark. We weren't born yesterday y'know! Anyway, here's a real one from Brazil....

BRAZIL NUTS

I want to thank you for the attention when you said I could not subscribe using response coupons. There is a point who needs clarifying, which is about our credit cards, which are valid only here in Brazil (we don't have international credit). But that doesn't matter so much anymore, because I have found a way to buy your magazine every month. The only problem is that I missed the Jan '89 issue, and I couldn't find it in any of the good newsstands in Rio. *Your Sinclair* is really the best Spectrum magazine, and it's getting better every month. Why don't you create a 'Learn to Hack' section? I'm sending you a small booklet about my town. It's a pitty it's in Portuguese (sorry!) Thanks a lot!
Adiel Queiroz Ricci
Vassouras, Brasil

Glad to know you've found a way to buy the mag every month. Oh, and thanks for the booklet. Shame I can't understand a word of it. **Ed.**

SPOOKMARES

¡Ho!
I'm very scarey. I have more scare than all the weird aliens in the baddest of your most wild dreams. More scarey than the ones on somebody's back (and I'll say not who). Yeutsch!
Thomas Van Beuran
Rotterdam, Holland

Blimey. Anything you say! **Ed**

SWOLLEN HEAD

I was very impressed by the National Rescue cartoon strip which featured in the January issue of, wait for it.... *Your Sinclair*. Ooooh, those two words make me go all wibbly at the knees. Anyway, back to the cartoon strip. It was brilliant, what more can I say — I could go on for weeks praising it (*Go on, go on. Dunc*) And I must congratulate you for such a brilliant magazine and also the people behind the National Rescue. So — congratulations!!
Paul Morren
Fintry, Dundee

At last the truth can be told: the 'team' behind the National Rescue strip was none other than our very own Duncan 'all my own work' MacDonald. **Ed.**

A DENTIST'S SON WRITES

You've heard of Save The Whales, well now it's time for Save My *Your Sinclairs*. My priceless two year collection of YS's may have to be given away to my father's workplace. Aaaaarrgh!! I'll never see them again (sob sob) 'cos my father's workplace is famous for disappearing mags. I have held up under arguments for two months, but I am now beginning to lose. Please help. Print this and my cool (creep creep) collection may be safe.
James King
Standish, Wigan

I can see your father's point — a table covered with loads of spanky YS's would transform a stomach-churning twenty minute wait into a magical moment, full of joy and wonder. By contrast my dentist's waiting room tabletop contains nine issues of Country Life (from the seventies), a torn Beano and three copies of Bunty: not exactly the read of the century. **Ed.**

KINDLY LEAVE THE STAGE

Oh, dear, we've got some real turkeys this month. Probably the best thing is to get them out of the way as quickly as possible. Here goes — first up a 'legal' joke from **Steve McDougall** of **The Isle of Skye**, who's a trainee lawyer:

Q: Why did the chicken cross the road?
A: It depends on your definition of the word 'chicken'. The words 'cross' and 'road' might also be open to judicial interpretation.

Bleeaargh! Next please. Oh, it's a couple from **Sven Jansson** from **Stockholm** in Hurdie-Ho land

Q: What's green, has six legs, 26 balls and would kill you if it fell on you from out of a tree?
A: A snooker table

Q: What's grey and wrinkled and sometimes hangs out your underpants?
A: Your grandmother!

Oo-er indeed. If you've got any awful jokes send them into Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. Any printed will win an incredibly square YS badge.

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Dear Madam Pico
I'm having trouble at boarding school. I've been here for three years and I haven't made any friends. In fact nobody has actually talked to me yet: even the teachers ignore me. This ongoing 'Coventry' situation was unbearable enough, but recently things have been getting much worse: I'm talking about bullying. Everybody has started kicking me. I'll just innocently walk down the main corridor and a fellow pupil will hurtle towards me at great speed and deliver an earth-shattering blow to one of my shins with his boot. It even happens in the library and the chapel — there doesn't seem to be anywhere I can get away from it. I got the cane for falling over in assembly last week, but I couldn't help it: my lower leg areas are literally black and blue — I regularly collapse as a result and am in constant pain. P.E. is a total nightmare, especially when we play football because I get booted about more than the ball. The idea of goal-scoring seems to be only a secondary consideration in the minds of the opposing team: and my team as well, come to think of it. There isn't any point in telling staff members about my problem, as I just get more of the same treatment from them. I just don't know what to do. Please help me.
Yours in total agony,
Nigel Plonkford
Gomshall, Surrey

Ooh, you poor dear, your poor, poor little legs. If there's really no-one for you to turn to, I suggest you go in for personal leg protection to at least alleviate the pain until everybody gets bored with kicking the pips out of your 'pins' (which I'm sure will happen eventually). I've thought quite hard about this and have come up with the solution — lots of egg boxes. Sew them inside the lower part of your school trousers (and your track-suit bottoms for football practice). They will soak up the impact of any vicious swipes made by your school-chums: not that they're 'chums' really, are they Nigel. You'll probably have to change the egg boxes every couple of days though. Good luck!

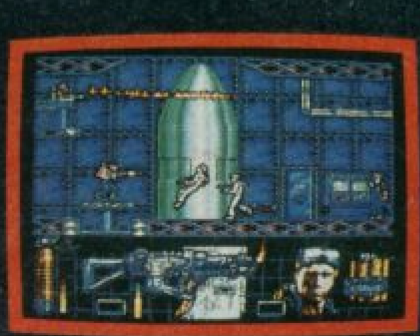
BON VOYAGE

And so we draw to the end of T'zers last Letters Page. (*Sob, sob, T'zer*). It's the end of an era, we know, but next month you'll get the chance to write in to the new Ed, Matt Goss Bielby. (Swoon!) So get scribbling. In the meantime, altogether in best Vera Lynn voice, "Wish her luck, as she waves us goodbye..."





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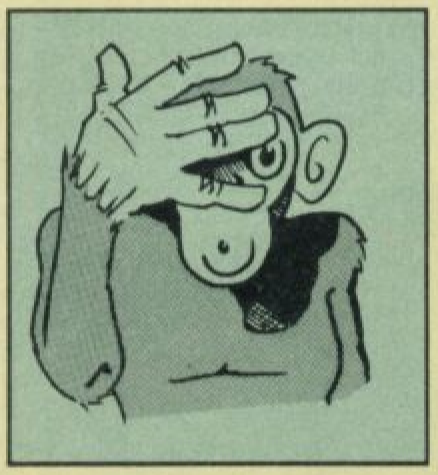
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JOYSTICK JUGGLERS



Marcus 'Binky' Berkmann – Journalist extraordinaire Marcus has got a new 'feather in his cap' – he's learnt to bullfight (almost). Starting with a hamster and moving through rabbits, guinea-pigs, domestic fowl and donkeys, he's now ready to face the real thing. "It was a good learning curve," he remarked glibly.



Jonathan 'Jonathan' Davies – Still lumbered with 'Farty' the unlovable Warthog, Jonathan had an idea on how to get rid of it. 'Disguising' the vile beast as a bull, he approached Marcus and attempted to sell it as the real article. "That's not a bull," observed Marcus, "it's Farty on stilts." Better luck next time Jonathan!



Matt 'Goss' Bielby – Swoonsome Matt caused a bit of a 'stir' at a *Bros* concert earlier this month, by thoughtlessly sitting at the back of the venue. By the middle of the first chorus of *I Owe You Nothing*, the five thousand screaming Brosettes were facing AWAY from the stage and staring at OUR new soon to be Ed. The real *Bros* vocalist was less than amused. As was his brother Luke. Ken wasn't there.



Duncan 'Trevor' MacDonald – Duncan's been having 'sellotape adventures' this month. Mind you, it's probably better for you if you don't know the details – we wouldn't want you to have uneasy dreams.



Ben 'I'm cured' Stone – Still recovering from having the 'growth' he called Skippy removed from his shoulder, this month finds our Ben not only in hospital, but also in a copious amount of plaster and no little pain. However, we managed to smuggle in a Speccy (disguised as flowers), and copies of *Stormlord* and *Sanxion* (disguised as grapes), for him to review.



Sean 'Kitchen' Kelly – The Spoon Demon is back! Actually, Sean's getting sick of us going on and on about his wizard Spoon Handling capabilities. "There are loads of other things I can do, you know," he said irritably, "I'm actually quite a competent musician." "Really?" we asked "What's your instrument?" "Erm, the spoons." The chump.



David 'My Friends Call Me Davey' Wilson – Resident crooner Davey wants to sing you a song. We asked him not to, but that never makes any difference – he's a law unto himself. Sorry chums. Take it away Dave.
"Chicaaago! That's my kind of town (Chicago is), Chicago....."
That's enough, that's enough...
"Chicago, the windy city..."
Stop it, stop it...



David 'Macca' McCandless – Phew! Thank God for that. Good old Macca, what a star! You can always rely on him to come to the rescue.

"Bet your bottom dollar you'll lose the blues..."

On second thoughts, maybe you can't. One day we may stick 60 seconds of 'Davey' Wilson croonings onto our cover tape so you can experience the torture first hand...

"In Chicago, the town that Billy Sunday couldn't shut down..."
Yaaaaarrrgh!!!

YS SCORES

90° – 100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total score of 90° and above gets the esteemed *YS* Megagame rating. Cool!

80° – 90° POG! (i.e. pretty damn good). Well worth digging deep into the old dosh bucket for.

70° – 80° Very enjoyable, but might not have lasting appeal for everybody.

60° – 70° A few niggles. Lacking in certain areas. Think before you buy.

50° – 60° Pretty average. Very average in fact.

40° – 50° Erm, below average (believe it or not).

30° – 40° Due to be hospitalised.

20° – 30° Very poorly.

10° – 20° Critical: not expected to last the night.

0° – 10° Clinically dead.

YS SCORES



NAVY MOVES

Dinamic/£8.95 cass/£14.95 disk



Matt Jeepers! If you really want to spend the rest of your natural life glued to the Speccy, you could do a lot worse than try *Navy Moves.* It's ludicrously difficult, but unfortunately it's also ridiculously addictive (birrova tongue twister there), so you may as well kiss goodbye to playing footie or doing anything normal this summer.

But there I go, jumping into things in the middle again. Let's rewind to the beginning and take a closer look at this game they're calling . . . quite tricky, actually.

Navy Moves, as featured on our cover a few months ago, is the follow up to *Army Moves*, the game that placed Spanish software house Dinamic firmly on the map (*Somewhere just outside Madrid, I think. Ed*). This time you leave your Jeep at home though, and take to the water in all manner of ways: first in a rubber dinghy, then with scuba gear and eventually inside a captured enemy minisub.

You play an SBS-type on a mission to infiltrate a full size enemy submarine, set a bomb and get away again. The game comes in two loads, the first taking you to your target using the various means of transport I just mentioned, the second being a platform shoot 'em up along the lines of *Rolling Thunder* that takes place inside and around the big sub.

Before you get within a minnows-length of that though, you've got to get through the first load. Those of you who played the demo on our March cover tape will remember some of this. You start with the fiendishly difficult jump-the-boat-over-the-floating-mines section – split second timing and many, many goes required here. Soon(ish) you get to a floating flag, and . . . more of the blighters to leap! Yikes!

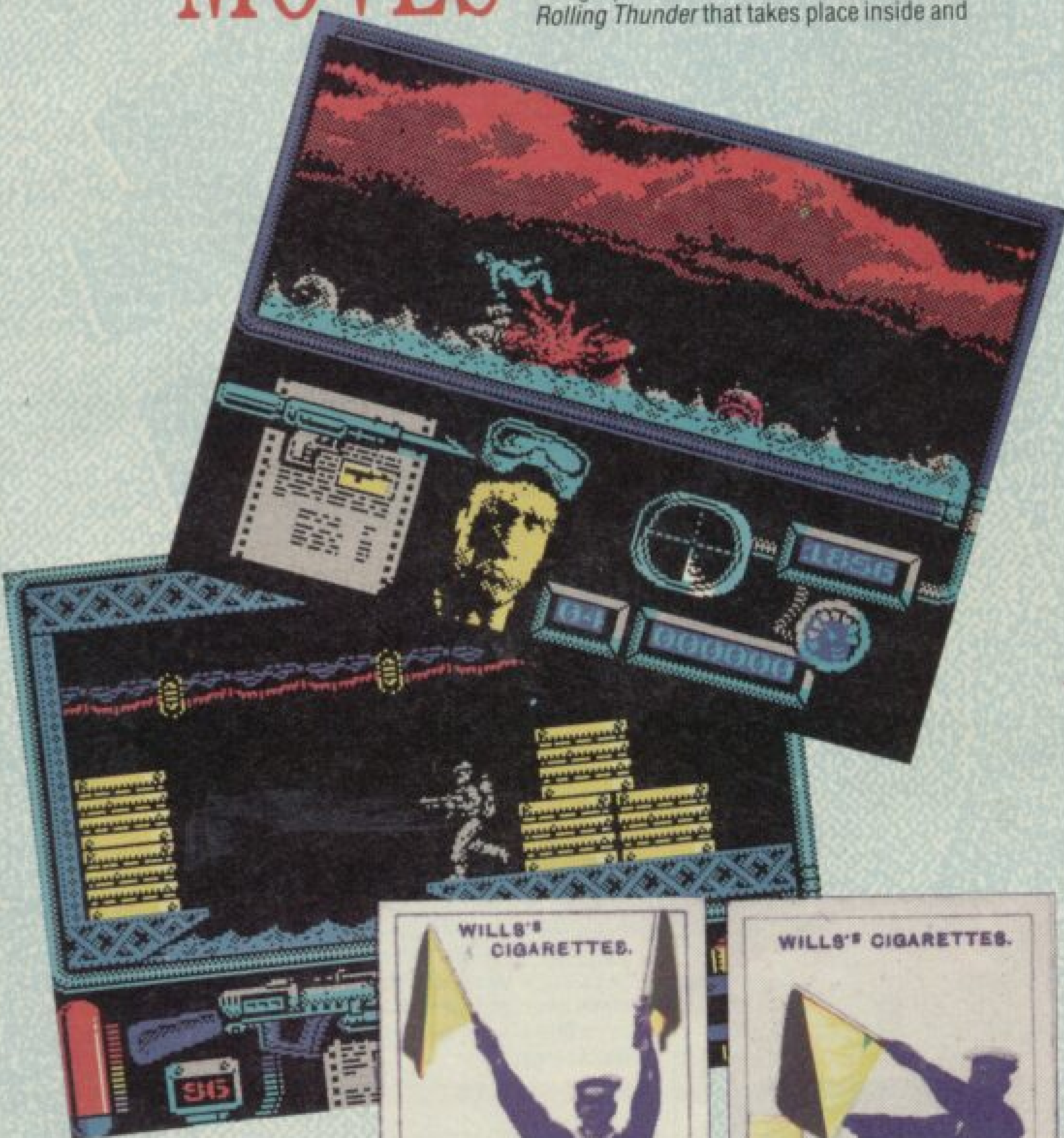
As if that wasn't enough, enemy commandos attack on wet bikes, and drive straight into you – good job you've got the spear gun handy, eh? Survive all that and you reach the correct spot to dive from, so underwater you go. It's no quieter down there though. Sharks, giant octopusses (or should that be octopii?) and even a sea monster tend to get in your way – pesky creatures – but eventually you get to capture an enemy mini-sub and drive it into the enemy sub base.

Whew! Deep breath, type in the access code and start the second load. You're dockside now, equipped with a flame thrower-cum-rifle and faced by all sorts of marines and navy types. Shoot them and they give you extra ammo, or – if you've managed to bag one of the officers – something even more useful like a key or a computer identification code. Don't shoot them and you're, um, dead.

This is a flip screen affair that lets you go in any direction, unlike the left-to-right scrolling of the first two parts. It's all highly detailed, very moody and colourful, if a bit jerkily animated. It's also très difficult (*I think you've said that before, actually. Ed*) I also have to say that the controls were a bit ropey on my copy and I occasionally got stuck in a spot for no apparent reason. Ho-hum.

I know Dinamic has a reputation to uphold for making things a bit difficult and giving you a lot of game to get your teeth into, but I wonder if it hasn't made *Navy Moves* just a teensy bit too inaccessible here. Normally, I quite like the first bit of a game to be relatively easy and give you a few minutes to get into the mood, before the real meaty stuff that comes later – here you're thrown right in at the deep end and it's, well, sink or swim or you're liable to turn turtle. (*You're fired! Ed*) Hmm. Getting a bit uppity this editor. I'll have to do something about that . . .

Still, well worth your loot if you don't mind never seeing the second level. I'm almost tempted to give away the access code right now so you get to see the latter part of the game. But I won't. What a meany, eh?







final

LIFE EXPECTANCY	GRAPHICS
84°	78°
INSTANT APPEAL	**ADDICTIVNESS**
74°	76°

Diagnosis

A corkendous follow up to *Army Moves*, for those who don't mind investing six squillion years in getting past level one (i.e. it's hard).

81° verdict

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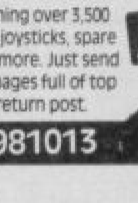
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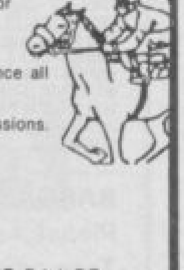
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YS TIPSHOP



Another feast of low-calorie hints and nutritious tips with Phil South, the only man alive who can say "Bucket", "Teatray" and "Wankel Rotary Engine" with his mouth full.

And I can too! Listen... (chomps huge mouthful of rice cake). Vushit, Cheechway, Vanchel Vochary Enshun... PLRUCH! Phew. Honestly, the things I do for a laugh!

Di dah di dah. Here we are again, chums, in the thick of it. Up to our chuffs in tips from the vast slavering legions of Tipshoppers. Coo. And worra bunch of lean mean fighting machines they are too! Look at them... urg, better still let's not. Let's open a fresh packet of crisp and crusty tips, and plough on through the old Tip O' The Month Club. By the way, you may notice four big floppy things in the middle of this month's 'Shop. They are your free "Nutritious Tips" Menu Cards, a new set of cut-out-and-keep hints fresh from the *YS* Kitchen. Most games can be cooked with our tips, so watch out for the Nutritious Tips cards in this and future editions of The Shop. Okay, enough of my yakkin', let's hit the tips.

Afterburner

This spanking coin-op was much played, but much lost in my experience. But it seems there are tips out there, even if they take their own sweet time to barrel roll in. Take this missive from **Flight Lieutenant Andrew Thilo** for starters... take it away, And.

- **"I decided that because the 360° roll on *Afterburner* was so difficult, I'd eventually find out a solution to the problem. And I did. All you have to do is go quickly over to one side and quickly push it just once more in that direction. Then you will roll right over. When fighters come up behind you shooting, don't try to shoot back as you will only be shot down. All you have to do is slowly go to one side of the screen and then go upwards until you can get no further. From here they cannot shoot you, and so you just wait for them to go and you can play normally again."**

Vvrrrooooommmmmmsshhhh! Peeooww! Sshhhh! BOOM! Yes indeedy, we love *Afterburner* here at the Shop, and that tip will go a long way towards helping us finish it. Cheers Bigears, your badge is on the way. Next!

Airborne Ranger

S'funny you know, but we're building up a very tightly knit network of street rats who report back on all the latest games as they happen. Shop regular **Chris Delahunty** is one of our favourites, aren't you Chris?

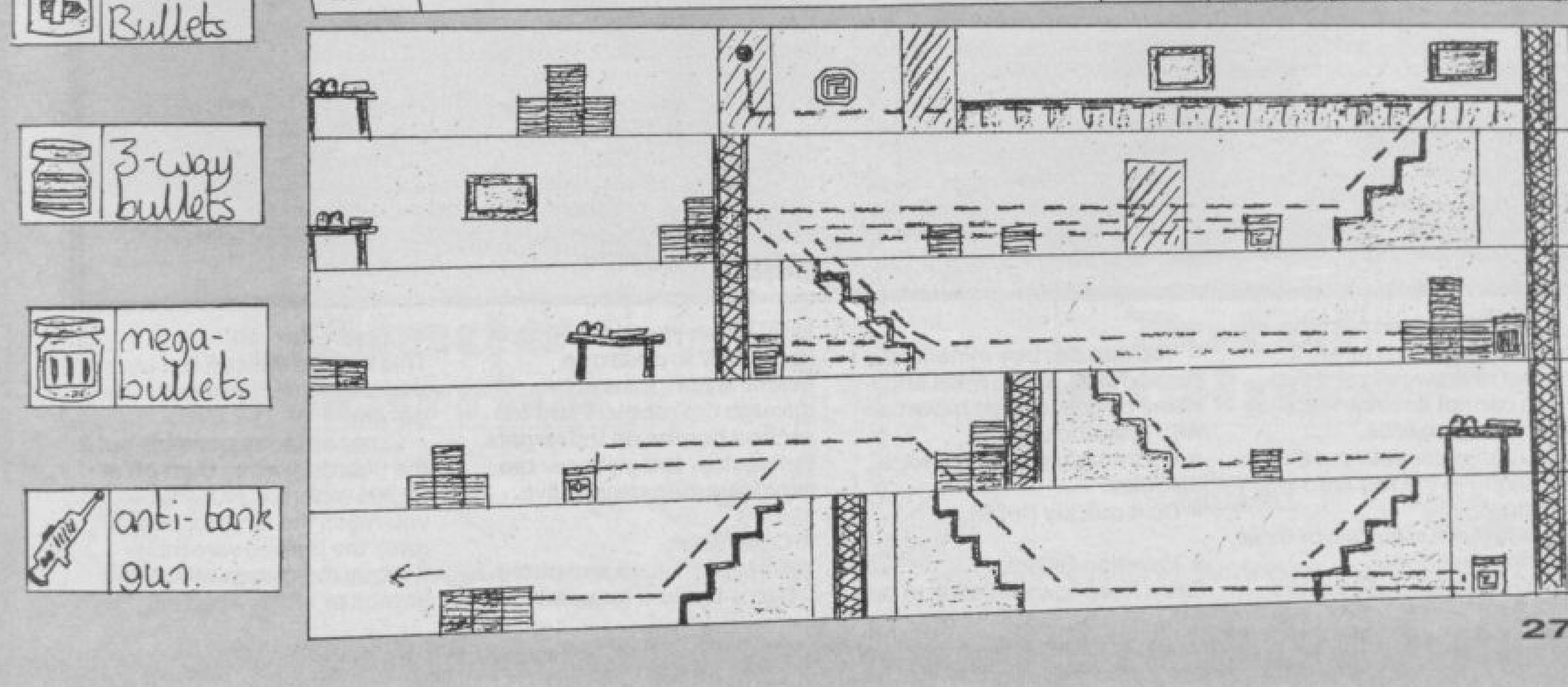
"Yes I am, and just to prove it I've got some brilliant tips for *Airborne Ranger*.

General

- **Keep your bonce down. Try to crawl a lot in the ravines.**

ROBOCOP

Just when you thought you'd heard the last of old Robochef, up he pops. Look I know we covered him properly not so very long ago, but here we have the very last Robotip. I promise. Honest Injun! Thanx be to **Genie** and **Whizz** for their excellent efforts here, and I hope there's more where that came from. It's level five and what a good one it is too. Okay punk, make my breakfast...



DR. BERKMANN'S CLINIC

First, a small personal problem. (*Aren't you supposed to be the doctor? Ed*) (*And is it really that small? Rest of staff*) Actually it's this *Technician Ted* game that Rack-It or someone has re-issued after four hundred years. You may remember it, either from my review in *Bargain Basement* a month or two back, or from the first time it came out, back in the thirties I think it was — but whatever the case, I've forgotten how to sort out the first two flashing whatnots that you need to grab to get anywhere in the game. As memory serves (and correct me if I'm totally wrong on this) the first pair of flashers you need to get are the two on the Red Tape screen about four or five screens to the right of the start. It's easy enough to get the one on the right, but how do you get the one on the left, the one that appears to be suspended in mid-air? I can't remember, and no-one I've talked to can either. In fact, any tips for this game will be welcome, either for me or for the hordes of Clinicians who are beginning to write in about it.

Right, back to business.

BIONIC COMMANDO

Remember **Andrew Tate**'s gamesnag a couple of months back? The poor fish was constantly getting done in by the huge robots at the top of level two, the ones chucking bricks at him with irritating robotic grins all over their stupid faces. Recall it well, Andrew, as does your namesake one **Andrew Cochrane**, who unlike me actually got past the beggars without recourse to the reviewer's friend, the cheat mode. Eh, Andy?

"Yowsah, yowsah! First make sure that you have the red explosive gun or the purple rapid fire gun (you ain't got a ghostie's without 'em!). Walk underneath the first robot, then move to the top level, remembering the suicidal men. Walk to the right and you'll come upon the second robot. Fire very rapidly and he'll die. There'll be some bouncing bricks at this stage so move backwards. Hopefully they'll disappear — but if they don't, just try and dodge them. Keep walking to the right and you should get to the next level." Thanks, Andy, and, er, Andy, also to **Robert Boyle** for his letter.

ZUB

Moans from **Richard Swann** who says my sneaky tip on getting into *Zub*'s spanky free game *Lightfarce* is total pig's phlegm. "Too right, sport. Pressing 1,3,5 and 7 does zilcho apart from pause the game. But if you want to access the hidden game, try this little prog:

```
10 CLEAR 49151
20 LOAD""CODE:
LOAD""CODE
30 RANDOMIZE USR 53152
```

The program will only load half the game and then *Lightfarce* will crop up. (Incidentally, the game was written in an afternoon, not a full day.)" Curious, that, 'cos on the original version that combination of keys worked fine. Or was it 2, 4, 6 and 8? Or perhaps it was 1, 3, 5, 7 and 9? Or could it have been... (*Get on with it. Ed*)

MANIC MINER

Yahay, it's **Richard Swann** again, sorting out **Richard Hill**'s probs aplenty. (Richard? Richard? This is getting beyond a coincidence.) RH was stuck in the warehouse — RS knows how to get him out.

"From the start, go right until you're about to touch the yellow bush, then stop moving. Fall down three layers of soft ground, move right in line just below the same yellow bush. Fall down three layers and keep jumping until the blue nasty on your left is just below you. Jump left and get the key. Fall half a layer, keep jumping until the blue nasty on your left is just below you and jump right. Walk along and jump right. Make sure you are on the platform below the conveyor belt, walk along and pick up the key. Fall down one layer, walk along and pick up the next key. Fall down again and walk right to the bottom right hand corner of the room. Jump up to the next platform and walk left to the end of that platform. Jump left and pick up that key. Jump only as far as to pick up the key, then fall down to the bottom of the screen and walk to the far right. Now keep jumping until you reach the exit." Amoebatrons 2 is then the same as screen nine. We'll do the final two screens next month.

KNIGHTMARE

Apologies to regular Clinicians for repeating this again, but I'm still being deluged by letters from snagsters who cannot get out of the first two rooms in the game. **Mrs P Stead** (who pretends she's writing for her sons, but we know, don't we, readers?), **Geraint Wyn Jones, Clare Knott** and something that looks like **Richard Gutz Crossman** (dodgy handwriting, Gutzy!) are particularly browned off — so here's the gen. To get out of the first two dungeons, get the spade off the old man, face the door and type 'open door', and you will go through the door. Then type 'dig ground' in the second dungeon and you'll be free to roam around. Simple, innit? For a bit more on the game, see the Clinic in *YS* 38.

GOOD EGGS

The return of a Good Egg next, for none other than our old chum **Ken Green** has written in to say that he'll still be happy to answer any queries from snagged up *YS* readers on "most games — except the very latest". His address, 65 Meadow Lane, Moulton, Northwick, Cheshire CW9 8QQ. Remember to send a stamped addressed envelope — if, of course, you want a reply...

Meanwhile, Ken himself has a couple of problems — yes, even our eggiest Eggs aren't proof against every teaspoon. "Too true, Doc. The first is in the original *Hacker* — yes, I know it's dead old now but I never did complete it. In the game I have met with various spies and bargained for various items, but I start to fail when the satellites are alerted. Any answers to get through the security checks would be of great help.

"The other game I'd like help with is *Garfield*. I've seen the solution in *YS* but wondered if you'd ever had a POKE (not Multiface) for the game?" Sadly not, Ken, but someone else may have...

HAYLP!

Not quite as enormous as last month's megavast pleafeast, but here are a few snaggies to get your brain a-whirring...

Chris Pieri — a long-time *YS* reader and letter-writer, if I'm not mistaken — has for yonks and yonks been stuck on *Toadrunner*, a game so old that even I don't remember it. "I need to know how to extinguish the dragon's fire, kill Medusa and how to get the weight to drop." Any ideas?

R Balnionis, meanwhile, thinks we should be doing for *Football Director II* what we did for its illustrious predecessor. I too would welcome some ideas on this, so get scribbling...

Steven Bailey needs help with *Zzzzzz* — a lorra help, in fact. Here are his queries:

"**1**) Where do you fill the water pistol and what is it used for?
2) How do you open the hatchway in the telephone box!
3) What does the voice in the telephone box mean when it says 'going up'?
4) What are the baton and the bucket used for?
5) What do you do with the cheese?"

Dunno, Steve. (Have it for lunch?) But some brain-packed Clinician may be able to help you...

Lee Hall, meanwhile, is utterly glued up on *Draconus*, aren'cha, Lee? "'Fraid so, Dr B. I've found the morph helix and have taken it to the morph slab, but when I pull down on the joystick to change into Draconaut, nothing happens. PLEASE HELP!"

Finally, Steven Bailey's got another shopping list for *Treasure Island Dizzy:*

1) How do you blow up the rocks in the mine? I have found the detonator but no dynamite.
2) Where do you dig with the salt water spade?
3) How do you open the tomb?
4) What are the sharp glass sword and the small video camera used for?
5) Er...
6) That's it."

You bet. See you next month. Remember, send your snaglets and solutions to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE — anyone mentioned wins an exclusive *Tipshop* badge!

• If you can't crawl past the machine guns, run to the nearest ravine and get down.
• You cannot destroy machine guns with grenades.
• You can steer your parafoil by moving in the required direction.
• Use first aid after two or three hits, not after one.
• Watch out for dudes in the water.
• You can destroy minefields, barbed wire, some walls and some targets can be blown up with grenades.
• Go into guard houses for a disguise.
• Do it quickly (fnar!).

• Munition Depot
Easy. Keep low and stick to one side. When you reach the top, use a LAW to destroy a machine gun, then walk through the rubble. Plant ten second bombs on the targets, but destroy the gun near the explosive magazine to live.

• Code Book
Yawn! Just run up and nick it. Destroy the tent for points.

• Disable Aircraft
This may be difficult but try. Use a knife until you reach the runway.

Crawl as far as possible but if the guards swarm, burn off at 20,000 mph. (i.e. RUN) When you reach the airstrip, blow away the barbed wire then destroy the planes with either bombs or LAWs. Then kill

arcade adventure

NOURISHING TIPS

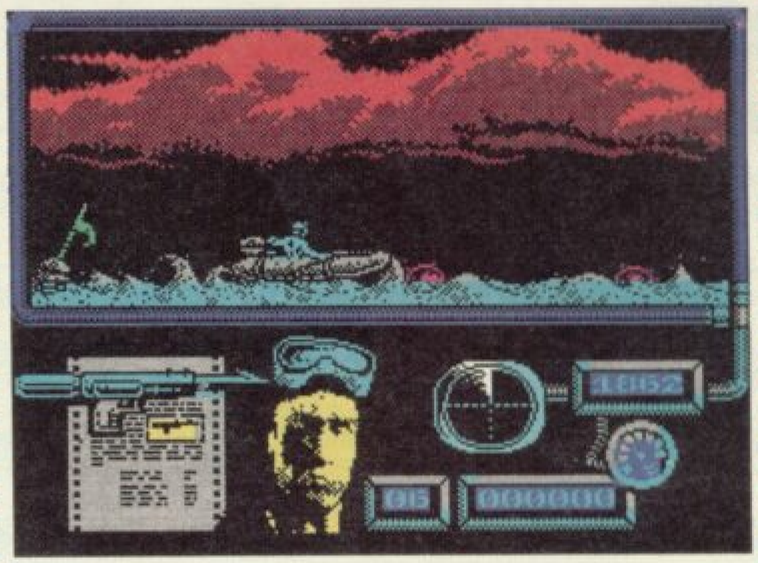


Treasure Island Dizzy

Part 1

arcade adventure

NOURISHING TIPS



Navy Moves

arcade adventure

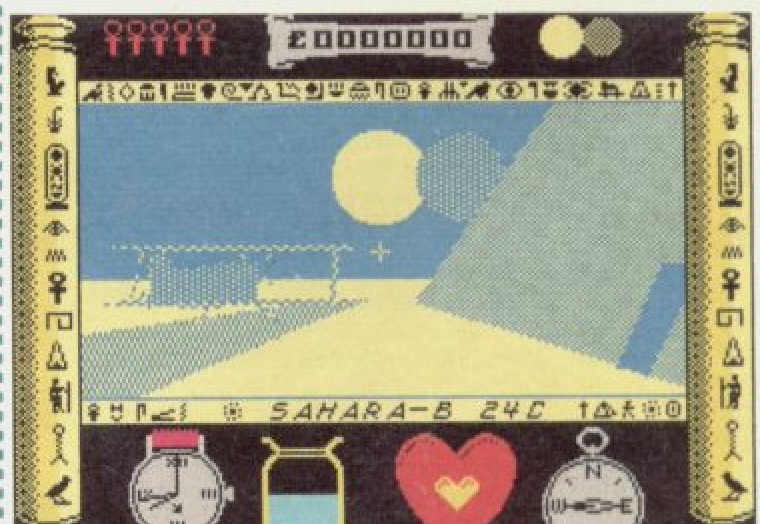
NOURISHING TIPS



Blade Warrior

arcade adventure

NOURISHING TIPS

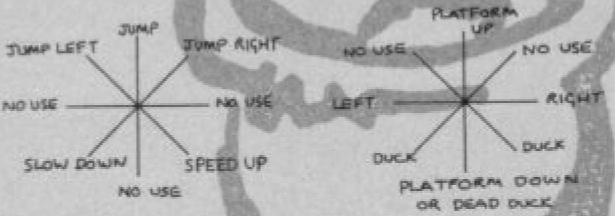


Total Eclipse

Part 1

Navy Moves
by **David Jarman.**

On the special *YS* demo version you might not have realised how to move so here's a diagram.



On the meanest level, the last load, you will probably use up all your ammo as fast as you can. This can be avoided if you use the duck option in several ways which I myself discovered (boast, boast). First you'll need to know which marines fire bullets and which fire flames. That's simple. The ones in the sailor suits fire bullets, and the ones that look like the air is poisoned fire flames. First keep your joystick down. The marines don't know you're there, so wait for them to walk over your backpack. But this doesn't work with the flamers, so don't try it.

When the flamer appears, wait until he either heads off the screen or is going the opposite way. If the case is the latter then SHOOT him! And be quick about it. Now then, if before you dive a marine walks in, you'll know when he's going to shoot because he crouches down. Immediately dive and wait until all bullets have passed over and are a good distance away from you before standing up.

Treasure Island Dizzy
By **Jamie Tindall, Allan Walsh, Mike Hollins, Johnathan Hale, Darren Watt, Darren Featch** and **Alan Mackenzie.**

Coins are hidden behind: Protected Species, Misty Glass Window, Railings, Tree Trunk, Fare, Mushrooms, Rock.
Empty Chest: Stand on this to get up cliff.
Sinclair Abuser mag: Drop in water for points.
Snorkel: Allows Dizzy to swim except in deadly water.
Infra Red Detonator and Dynamite: Blow up the rocks in the mine to get a bag of gold coins.
Glass Sword: Drop onto gravestone and get snorkel.
Video Camera: Give to store keeper to get boat. Drop boat off pier.
Bag Of Gold: Give to store keeper for outboard motor. Drop motor off pier.
Cursed Treasure: Give to store keeper for petrol. Drop petrol off pier.
Microwave: Give to store keeper for ignition key. Drop key off pier.
Salt Water Spade: Drop on little blue rock to get to Island two.
Woodcutters Axe: Drop on bridge to get into Hookjaw's Treasure Cave. Important — Take snorkel!
Bible: Use to allow Dizzy to take Treasure Chest.
Bucket: Give to store keeper for score.
Large Gold Key: Drop on barrel in ground in Cave Two.

Total Eclipse (Part 1)
By **Alex Delicado**

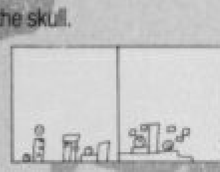
Game Start: Sahara

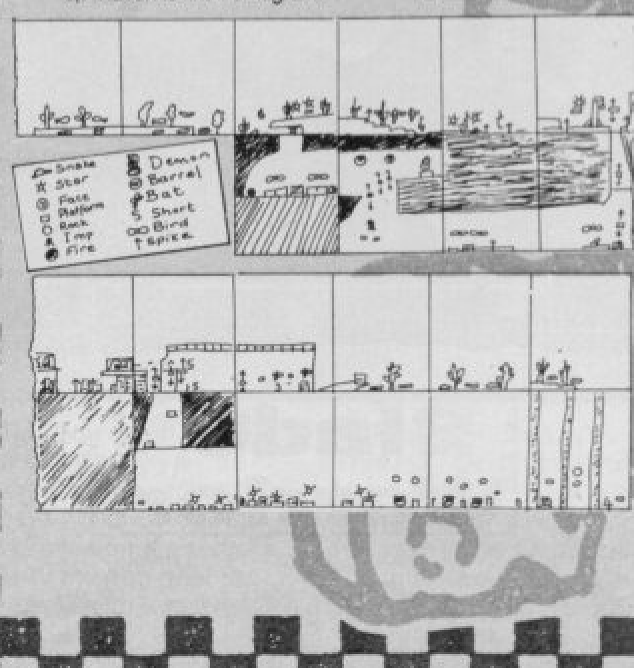
1. Go onto plane's right wing. Turn left (facing the plane's body) and take one small step forward. Ankh acquired.
2. Go around the back of the pyramid and enter through the back door into RAMESSES-B. Shoot door and enter RAMESSES -D. Take the treasure. Retrace your steps back to the main entrance to the pyramid. Enter.
3. HORAKHTY-A. Take the Ankh on the wall and go through into HORAKHTY-B. Take treasure. Shoot the cube on the floor to produce a set of stairs. Climb them.
4. HORAKHTY-D. Shoot the arrow symbol to make the match. Descend the steps, turn to the right. Shoot the barrier. Go to the right side of the door and touch it to open. Enter.
5. HORAKHTY-D. Shoot the arrow symbol to make the match. Descend the steps, turn to the right. Shoot the barrier. Go to the right side of the door and touch it to open. Enter.
6. ILLUSION-D. Descend the steps. Turn left and go through the window.
ILLUSION-A. Go through the window on the right.
ILLUSION-B. Go through the window on the right.
ILLUSION-C. Head forward.
ILLUSION-I. U-turn. Go through window.
ILLUSION-F. Climb the steps and exit into SAHARA-A. South, then West. Shoot the elongated H symbol to make the match. Return to ILLUSION-F, climb through the window. ILLUSION-D. Exit up steps. Return to HORAKHTY-B.

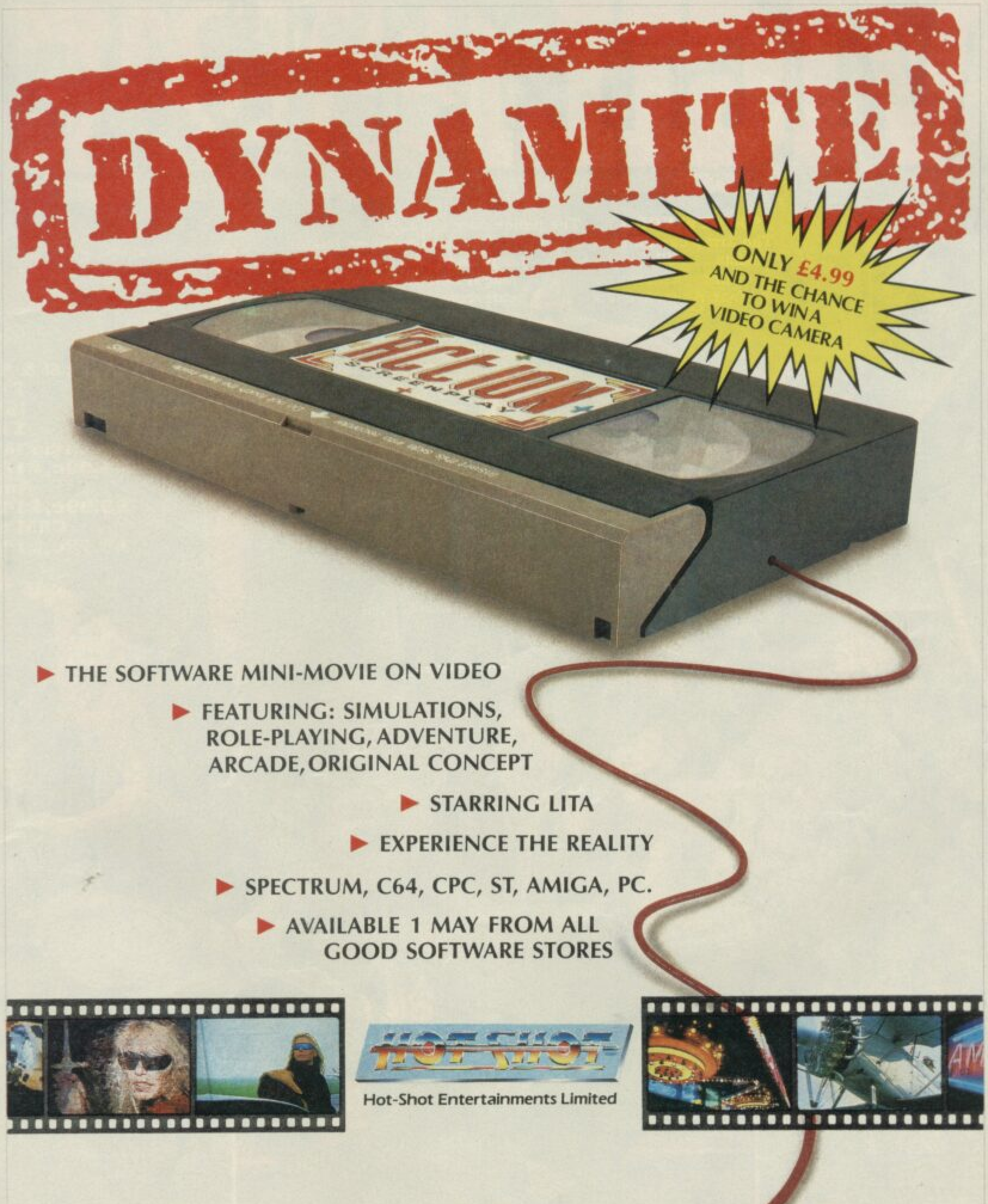
Blade Warrior
By **Dillwyn Thomas**

As you can see this is a map of *Blade Warrior* by good old **Dillwyn Thomas**. And quite right too. You must collect in the following order:

1 **Scroll of Death** enables you to find the skull.
2 **Skull** to find the Holy Water.
3 **Holy Water** to find Horn.
4 **Horn** to find Flute.
5 **Flute** to find Raven.
6,7 **Raven** to find Pentagram.






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PRACTICAL POKES

With more punchy Pokes than you could push into a passport piccie, it's fab* David Wacca McCandless*!

Ah, I feel good this month. I feel as if a great weight has been lifted from my broad shoulders. We couldn't squeeze a lot into this section this month, but we'll be making up for it 'cos next month will see something extraordinarily special happen on these pages. Stay tuned.

KARNOV & ROBOCOP

Unbeknownst to **Graham Mason**, **Jon North** has also been chopping at the new Speedlock and has cracked it as well. Coincidental or what? So here are two results of the aforesaid crack: a poke for ***Karnov***, the version from ***In-crowd*** compilation, and ***Robocop.*** Type in the main program and then tap on the relevant data statement.

KARNOV

```
 91  POKE 33315,0: REM lives
 92  POKE 33318,0: REM bombs
 93  POKE 33321,128: REM time
 94  POKE 33324,190: REM no exp
loding nasties
 95  POKE 33327,189: REM Flame
 96  POKE 33330,143: REM onesho
t kills
 97  POKE 33335,132: REM load a
ny level
 480  DATA 48,238,186,16,144,238
,46,82,254,33,147,251,34,43,96,1
95,0,96,175,50,204,0,50,106,0,50
,121,0,50,62,0,50,126,0,50,85,0,
62,24,50,183,0,195,0,128,4615844
```

ROBOCOP

```
 10  REM SPEEDLOCK 6 the North
version
 20  CLEAR 32e3: LET t=0
 30  FOR f=33e3 TO 33291: READ
a:
 40  POKE f,a: LET t=t+(f-32990
)*a: NEXT f
 50  IF t<>4503595  THEN  PRINT
 "ERROR IN FIRST BIT": STOP
 60  FOR f=33294  TO 1e9: READ
a:
 70  IF a<999 THEN  POKE f,a: L
ET t=t+(f-33284)*a: NEXT f
 80 IF t<>a  THEN  STOP
 90  RANDOMIZE USR 33000
 100  DATA 221,42,14,130,237,91,
16
 110  DATA 130,62,255,55,205,86,
5
 120  DATA 48,240,243,42,18,130
 130  DATA 6,0,126,254,195,32,3
 140  DATA 35,35,35,126,254,49,3
2
 150  DATA 23,35,94,35,86,235
 160  DATA 94,54,206,35,86,54,12
9

 170  DATA 237,83,217,88,42,18,1
30
 180  DATA 229,195,168,129,14,10
,9
 190  DATA 126,254,184,40,2,237,
66
 200  DATA 14,7,9,126,254,205,32
,5
 210  DATA 14,26,9,24,215,237,66
,35
 220  DATA 126,254,33,40,3,35,35
,35
 230  DATA 126,254,49,32,6,14,27
,62,244
 240  DATA 24,51,14,9,9,126,254,
119
 250  DATA 32,6,14,25,62,246,24,
37
 260  DATA 254,134,32,6,14,29,62
,244
 270  DATA 24,27,254,170,32,5,14
,9,9
 280  DATA 24,160,254,146,32,6,1
4,28,62
 290  DATA 245,24,8,254,194,32,8
7,14
 300  DATA 11,62,249,42,18,130,1
7,222,88
 310  DATA 213,8,126,254,195,32,
6,175,18
 320  DATA 19,35,35,35,8,237,176
,35,35
 330  DATA 35,34,217,88,33,174,1
29,14,5
 340  DATA 50,175,129,237,176,58
,20,130
 350  DATA 237,79,201,32,0,195,1
79,129
 360  DATA 237,95,7,214,8,15,50,
20,130
 370  DATA 42,217,88,34,18,130,1
95,252,128
 380  DATA 83,178,136,164,132,99
,96,94
 390  DATA 106,237,95,7,214,6,24
,227
 400  DATA 33,201,251,94,35,86,2
35
 410  DATA 229,1,182,0,237,66,17
 420  DATA 128,251,78,115,35,70,
114
 430  DATA 237,67,12,130,42,21,1
30
 440  DATA 34,9,130,33,4,130,1,1
0,0
 450  DATA 237,176,33,23,130,14,
65,237
 460  DATA 176,201,17,138,251,23
7,83
 470  DATA 0,0,195
 480  DATA 13,234,221,20,109,234
,47,20,96,175,50,149,180,195,25,
129,4536791
```

SCROLLING CREDITS

This month's batch of lost souls who moaned, groaned and foamed their way into my letterbox are: **Matthew Pope, Mr C.M. Buckenham, Bernard F. Young, Kirk Mayo, Paul Morris, Darren Hornby, JM and EM Bishop, Robert Cowley, James Waddington.**

AU REVOIR

And that's it till next month. Don't forget to tune in next month for a special (hopefully) edition. Send any hacks, cracks and POKEs to David McCandless, Practical Pokes, *YS*, 14 Rathbone Place, LONDON W1P 1DE. *See ya.*

everything for points and escape.

• Enemy Officer
You can either sneak or fight your way to the top, destroy some machine guns then nuke the radar with LAW, bombs or grenades.

• Pipeline
Simple to do. Run up to the top, blow up a minefield and plant a bomb.

• Enemy Radar
Get to the top, destroy some machine guns then nuke the radar with LAW, bombs or grenades.

• Sam Site
The best way is to keep to the left, crawling, then running, then crawling, then running and so on. Blow your way through the barbed wire then run towards the minefields. Again blow your way through the mines then destroy the SAMs. Oh, the bunkers just wobble, they don't make a noise.

• POW Camp
You MUST sneak up here. If you're attacked, run off! Throw a grenade at the pyramid and walk over the lever. If the machine gun at the top shoots, burn it!

• Photographs
Go around killing, it doesn't matter until you reach the airstrip. If you wait until there are no guards before you enter the hanger, you won't be spotted. Then run off, destroying everything as you go.

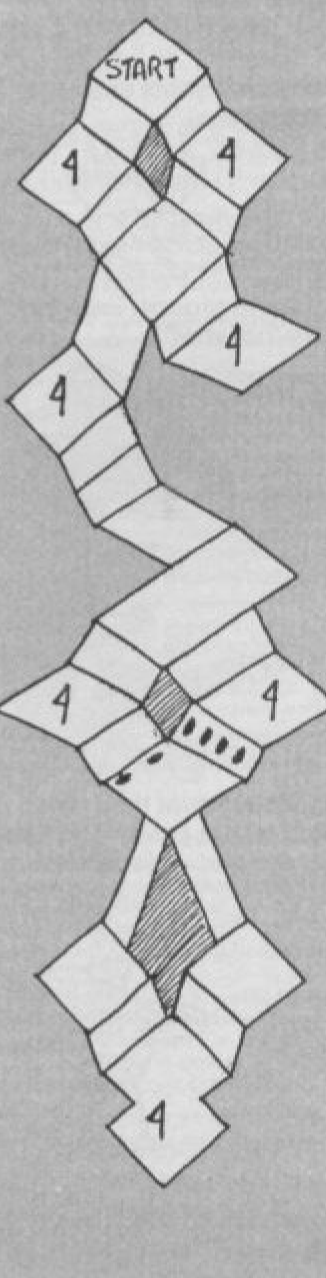
• Hostages
Try to sneak and hide. Do not attack or else the hostages will die. Keep crawling and running.

• Diversion
Do you need help? Okay then, kill, maim, mutilate and burn. *(Yurch. Phil)* Don't run out of ammo and if you reach the top with time left, hang around. Keep one LAW to destroy a bunker at the top.

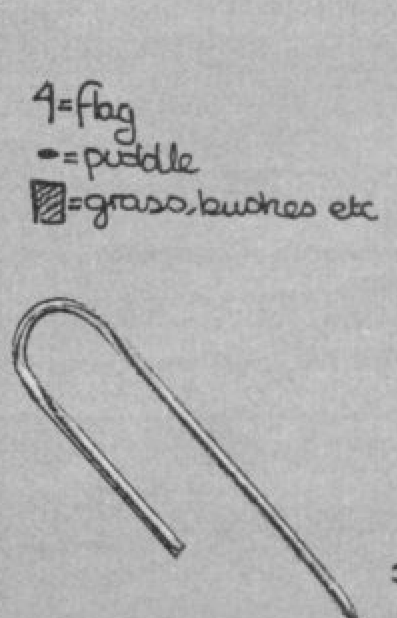
• Sabotage
If you don't want to be seen, don't watch the Monty Python sketch, nip into a guardhouse and nick a uniform. If the border goes pink you have a new uniform. Go round the back of the fuel dump and drop your load. And that's it."

Thanx me old Delahunty, and don't let the smile droop on yer smiley buttons, y'hear?





Next up is **Andrew McLean** who has this bijou leathertone mapette for the famous Code Masters smash *Pro Skateboard Sim.* Nice one, And', any more at home like this?



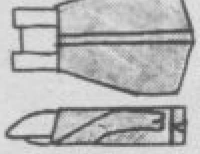
R-type

Good grief, not again, surely we've said enough about this. What? We haven't? You'd like to see more? In fact you'd like me to rehash everything I've ever done on the game? Shut up Mum, I'm working! Grrr. Sorry about that readers, I did tell her not to come in here while I was working... Where was I? Oh yes, **Jon Cox** and his amazing artworks. But first the tips:

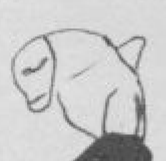
"First some general tips for the end of level nasties.

- **1st: This one is fairly easy, simply shoot the eyes for extra points. When the green head appears shoot it in the head repeatedly.**
- **2nd: Keep out of the way of the snake!! Shoot the segments on its body until you come to the nest. On the top of the nest a blue bubble expands, then deflates. This needs to be shot or better still fire the add-on onto and hold it there until it blows.**
- **3rd: When you come to the end of the Mothership there is a bit on top which moves in and out then fires. (Fnar!) Shoot the add-on out and guide it into the purple bit and fire to your hearts content.**
- **4th: This is fairly dangerous. When it separates into three, the green joining bulbs show. Shoot these to blow it up, but beware of the other parts as they can easily trap you.**
- **5th: This is covered in balls (Fnar!) of what looks like frog spawn, which explodes when shot several times. The alien ship itself explodes fairly easily. The best bet is to shoot the add-on into the middle of it and fire like crazy.**
- **6th: Er... I'm working on the remaining levels. I'M WORKING ON IT!"**

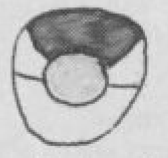
And I'm only sending you three quarters of a badge until you send in the remaining tips, banana trousers! Har har har. Thanx anyway. How about these brillo artworks then?



Require one ordinary shot each.



Requires one ordinary shot.



When inside ring shoot this one to destroy it. A 'hot shot' kills it.



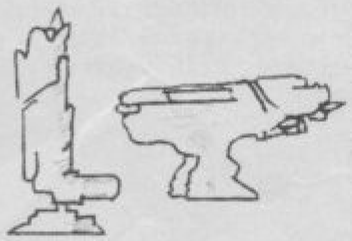
About three-four 'hot shots' or equivalent kills this. Watch out for his firepower!



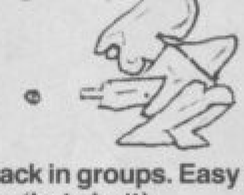
Bonus, when shot gives extra weapons or speed.



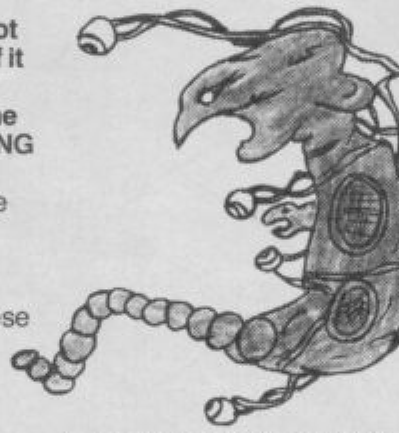
Come in multiples of ten. Require one shot each or a 'hot shot' for all of them at once.



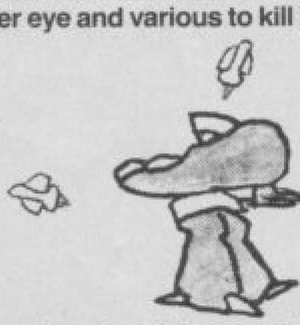
Two-three shots each (dangerous).



Attack in groups. Easy to kill (use 'hot shot').



Shoot eyes out then green alien inside. Several 'hot shots' per eye and various to kill it.



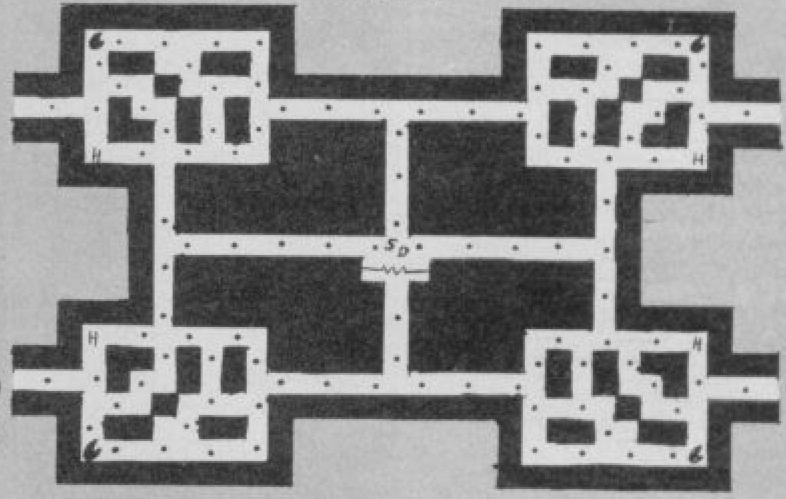
Two 'hot shots' destroy this. Watch out for homing missiles.

Mad Mix

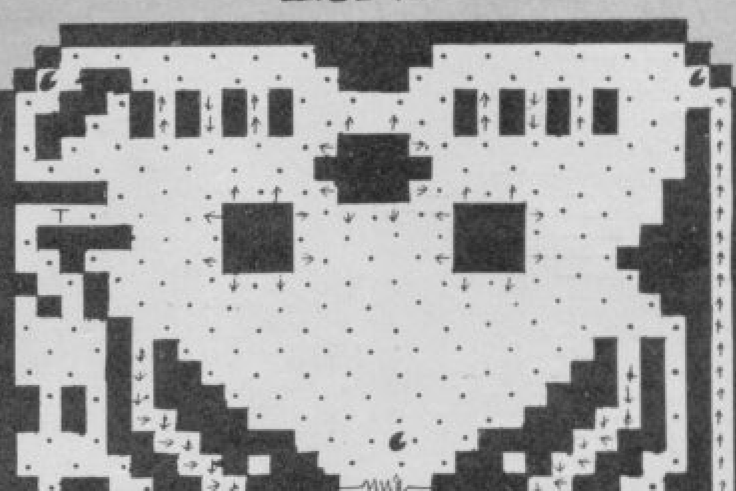
Final Part

And just when you thought we'd forgotten about it, we print the final levels of *Mad Mix* by none other than fab Shop regular, **Richard Sorfleet**. (Sorry about the 'sore feet' jokes, but you know me. Anything for a gag! Been working with Duncan too long, I guess.) So anyway, don't walk them round to us next time, use the post. Less hard on the old feet, y'know... oops! There I go again.

LEVEL 13



LEVEL 14



● GOBBLE DEM GHOSTS D BULLDOZER
H SQUASH DEM GHOSTS T TRAPDOOR
• EAT DEM DOTS
S START POSITION
POKE 40296,0 INFINITE LIVES

And so Tebbit

And not a bob short in my estimation. That's all we have time for this issue. Join us next month for more tips, more recipes for disaster, and more tricks with rice cakes. In the meantime send me all your hints, tips, maps and POKES to Phil South, *YS*, Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget, any I print get an "I've Got Big Tips" badge!!! Cor, how CAN you refuse? You can't dummy! Byeeeeeee!



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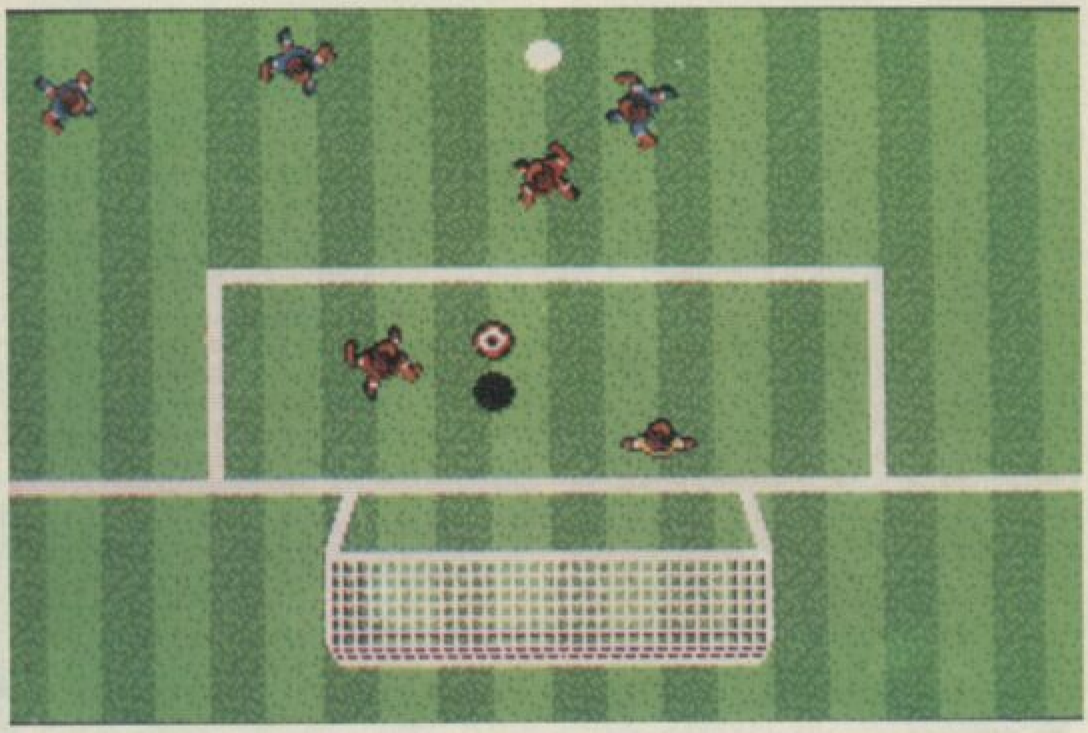
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STRATEGY 9 PLAYABILITY 9
OVERALL RATING 915

Microprose shocked everybody when they released Microprose Soccer for the C64. Not only had they produced a non-militaristic product, they had done it with such expertise that Microprose Soccer has become an instant classic on that format. Now, Microprose have released the sixteen-bit version. Just how do they compare with the original version? Read on . . .

The simulation provides both indoor and outdoor action with American rules six-a-side and standard eleven-a-side respectively. The time for each game can be varied between 2 and 12 minutes. Players may play against each other or one play against the computer. Selection of your team in the World Cup Competition is crucial, as it is in real life – it is much easier to win if you are a historically good footballing nation, such as Brazil than if you are Oman or Algeria.

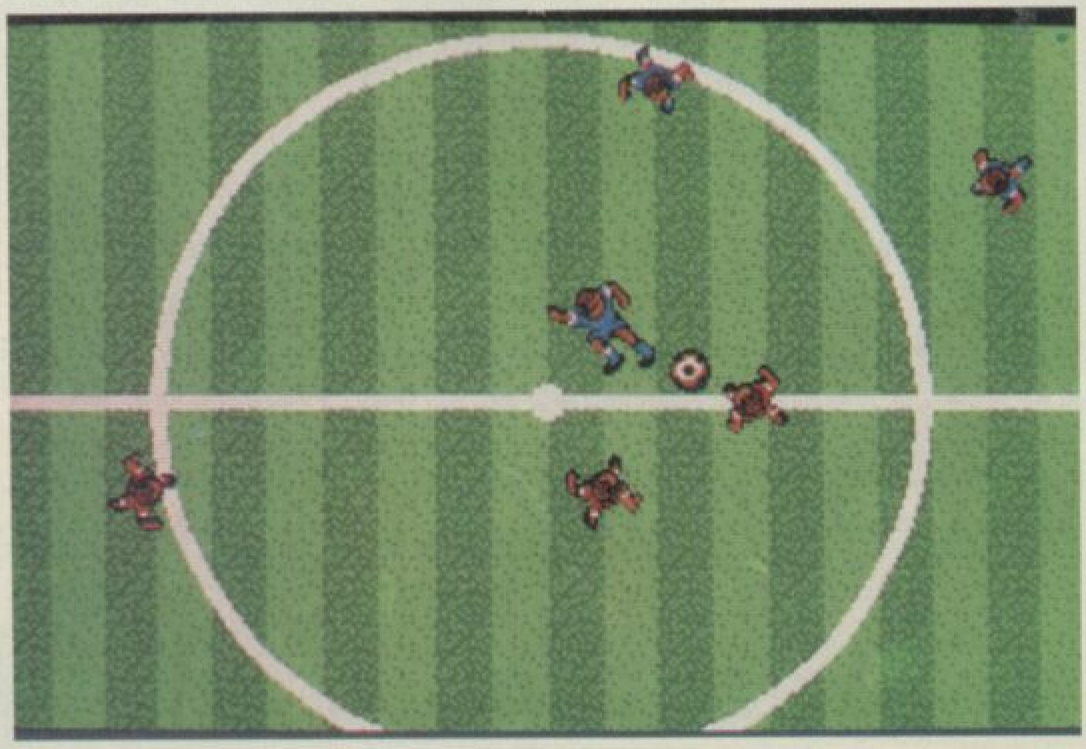
Conversely, if you get too good, you could try taking on the might of West Germany with yourself playing as Poland. Other control options allow for extremely varied games, with effects, such as, rain, thunder, overhead kicks and banana shots coming into play.

You are presented, on kick-off, with a look-down view – not a common one, but one that works well. On the 16-bit versions, you get no-holds barred, full screen, 8-way scrolling (so smooth!).



Control your player nearest the ball with your joystick, using the firebutton to kick the ball in the direction your player is facing. The position of the joystick when kicking the ball determines the path that the ball takes, such as, high lobs, banana kicks and overhead kicks. Recapture possession of the ball with a sliding tackle (the wetter the pitch, the longer the slide!). Should the opposition get within shooting range, you gain control of your goalkeeper to prevent the inevitable shot from reaching the back of the net.

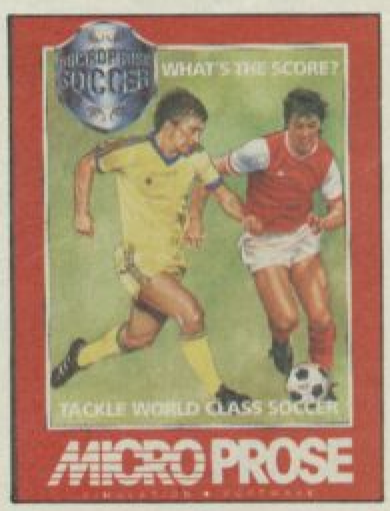
Throw-ins, corners and goal kicks all play their part in the game. Attention to detail is one of Microprose's hall marks and Microprose Soccer has not been left wanting in any respect. The colour of the players strips, strength of banana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall, Microprose Soccer has to be the definitive football simulation – be there for the kick off!



C & VG Game of the Month – 95%
'Undoubtedly the best football game ever produced – miss it at your peril!'
C & VG

TGM Star Player – 89%
'Microprose Soccer is of the highest quality – its fast action makes it far more playable than other soccer games.'
TGM

Zzap Sizzler – 90%
'One of the best soccer sims I've ever seen. Little touches like the rain on the pitch and banana shots really make it something special.'
Zzap



MICROPROSE
SIMULATION • SOFTWARE

UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS.

Hewson/£9.99 cass



Ben Sod blasting billions of horrible green snotty monsters from the planet Xurigg for a game of *Invaders* – rescuing fairies is where it's at. You've got it all if you're a barbarian from the dark ages, I can tell you: action, girls and a kinky set of sheepskin togs that'd keep the Joan Collins Fan Club happy for at least a week...

"Stormlord the barbarian was having a bit of fun, see. Playing around with the local bunch of fairies and wood nymphs – well, nobody thought anything of it them days. Anyway he was having a bit of a laugh, right, and stone me, all the fairy folk an' that disappeared – poof! Worr, Stormy was a bit on the 'ole miffed side I can tell you.

"So off 'ee went, see, goes looking for them dunn'ee. An then 'ee finds out that this evil witch wossername's behind it all. She'd gone and locked up all the fairies by themselves in dungeons an 'at – all over the place they are. That fairy power of theirs, you know it's the stuff that keeps all the riff-raff out of the neighbour'ood, well it's just about run out if you ask me 'cos there's all these strange types around the place now.

"Well I reckon that if Stormlord don't get his skates on and rescue all them fairies a bit sharpish that witch'll have his guts for garters and then where'll we be'eh? With no one around to protect us from the likes of 'er, eh? We'll be for the high jump and no mistake, you mark my words, mate..."

Stormlord is a flip screen arcade/adventure with the player taking the control of (you've guessed it) Stormlord the hard man, in his quest to rescue fairydom and the rest of the inhabitants of his land from the evil clutches of the nasty witch (sounds a bit familiar dunnit?). The basic aim is to locate and rescue the fairies. The status bar displays how many fairies you've got to find to complete a level and the time you've got left to do it in. To rescue a fairy you simply walk over it, but things aren't quite that simple as they're often inaccessible or guarded by traps or some of the witches henchmen.

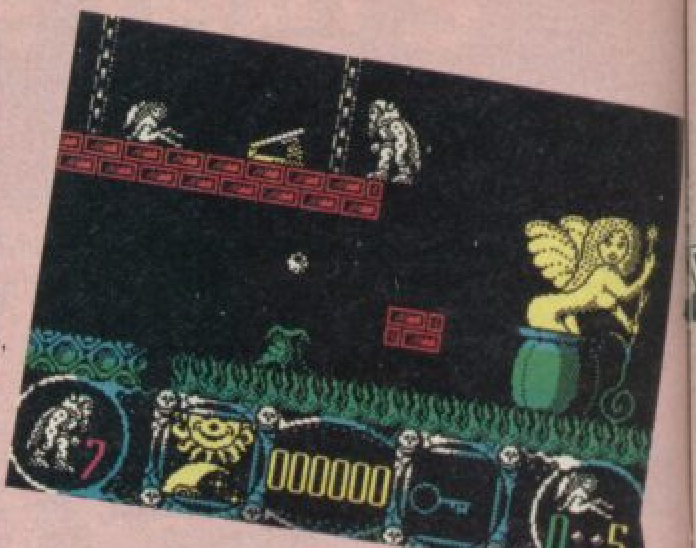
Scattered around Stormlord's world you'll find all sorts of objects to help you in your quest – these are automatically picked up and swopped with the object currently in Stormlord's pocket. Their uses are nearly always pretty obvious – for instance bees are attracted by the honey pot, so if a swarm of bees is guarding the entrance to a fairy's dungeon swop the honey pot for an object near by and hey presto, the bees should move towards the honey leaving a safe passage to the fairy. Simple enough for mere mortals like me to be in with a chance of completing the game without too much of a headache.

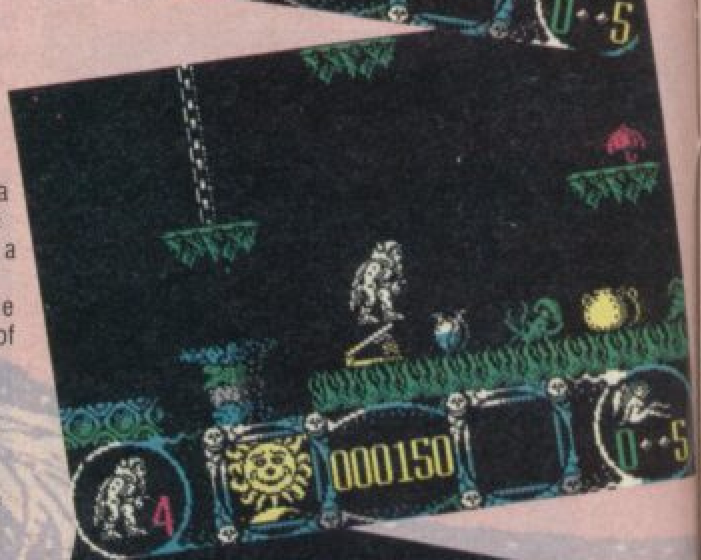
Another neat feature is the springboard. Like the objects, correct use of this is vital if you're going to succeed. A little like a teleporter, the springboard transports you from one location to another when you walk over it – watch out though, you might get sprung into a trap.

Your character, despite his larger than normal size, is remarkably easy to move around with the original(ish) left, right, crouch, jump and fire controls. Getting to grips with these takes a little longer than usual because both jump and fire controls are variable – the longer the jump key is pressed the higher the jump, and you can shoot out either bolts of energy or a powerful sword depending on how quick you are with the key presses.

The game is split up into several levels and an end of level sub-game. Completing a level is just a matter of rescuing all the fairies in it. Once you've completed a level you're magically transported to a peaceful land where the fairies that you've just rescued are having a bit of rest and recreation. The object of the sub-game is to try and get a couple of extra lives – fairly important as during the main game these get depleted somewhat rapidly. To gain an extra life you have to collect fairy tears. Aw! And as any self respecting mythologist knows, the only way you're going to get a fairy to cry is to break her heart. Stormlord, being a bit of a lad, doesn't have much trouble in this department. Instead of firing nasty swords and stuff he shoots kisses up into the air at the fairies (innit cute!). Once the snogging session is over the fairy's heart is instantly broken and she sheds a tear for her lost love to pick up (I think I'm going to throw up...!). Once you've got ten tears Stormlord is awarded an extra life.

This is another masterpeice of game design and programming from Hewson's ace Raffaelle Cecco but after *Exolon*, *Cybernoid* and *Cybernoid II* what else would we expect? From the moment I started play I was completely enthralled in Stormlord's world, large colourful graphics and great sound keep the player playing and my guess is that it'll keep most people happy until they complete it. For once I can't see a thing worth whingeing about, so I won't – just go and buy it.



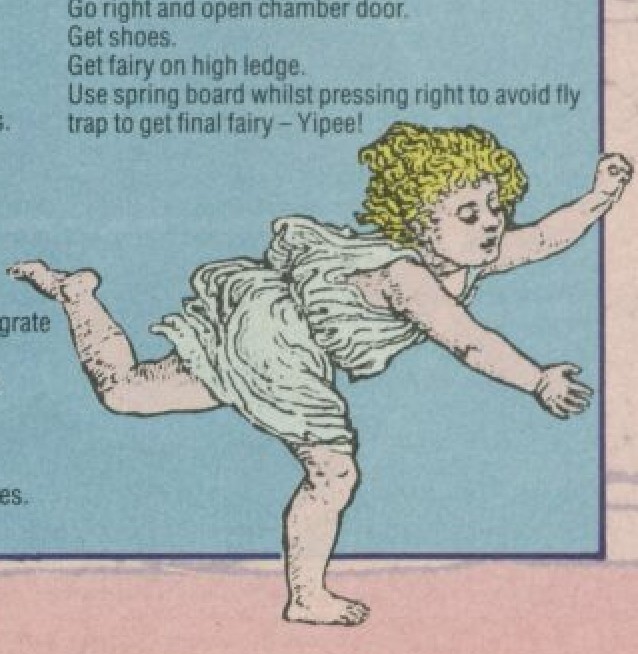


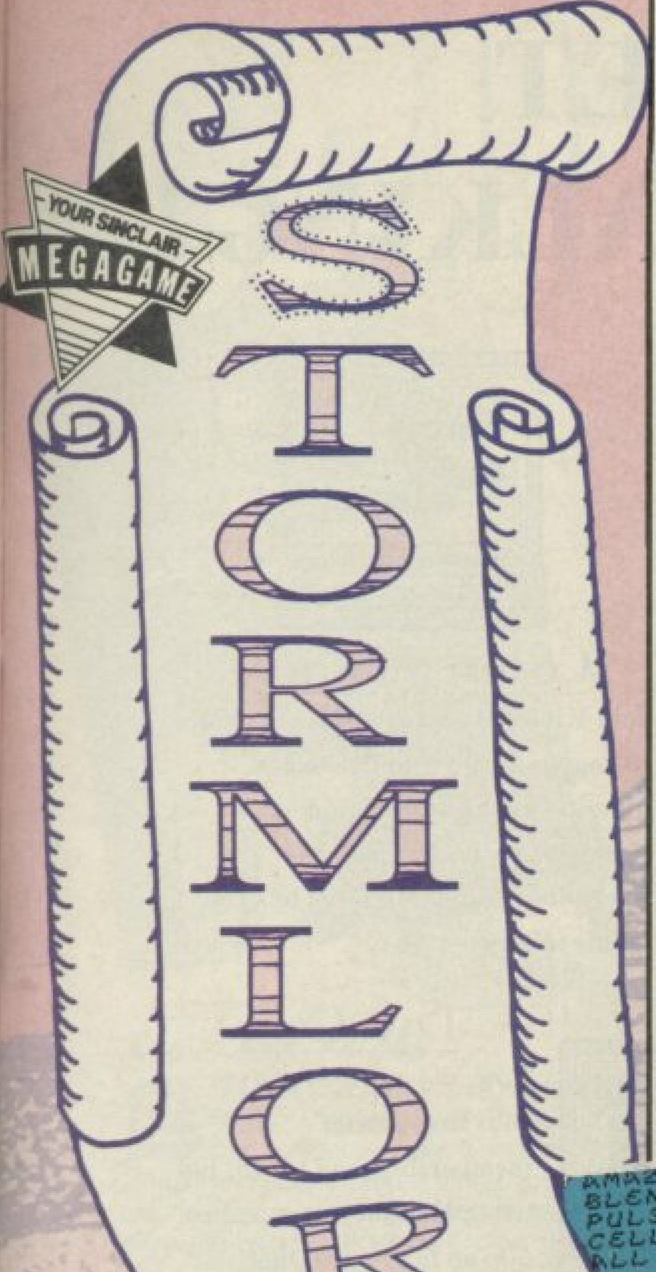


Stormlord the first two levels-Tipped!

Level 1 – Guide
Go left and get key.
Go right through worms and open door.
Use first visible spring-board.
Get fairy and use spring board.
Go right through rain and dragons and get fairy.
Go left and use spring board.
Go left and get honey pot.
Go right and swop honey pot for key thus diverting swarm of bees.
Get fairy from brick chamber.
Go right through eggs and flies and open chamber door with key.
Get fairy and use springboard.
Go right and get honey pot.
Go left and swop honey pot for umbrella thus diverting swarm.
Go right until out of visible range of bees (so they calm down).
Go left and get key.
Go right (ignore first door) through worms and open chamber door.
Get final fairy – Hooray!

Level 2 – Guide
Go left and get key.
Go right through pawns and open chamber.
Go right through second pawns and get shoes.
Go left and get fairy, use spring board.
Go left and jump over high skull wall.
Go left through worms.
Swop shoes for umbrella.
Use springboard.
Get fairy in rainy chamber.
Go right through dragons and get key (disintegrate the platform the key is on).
Go left through dragons and open door to use springboard.
Get fairy.
Go right and use springboard.
Use springboard – get by open door – get shoes.
Go right through flies and get honey pot.
Drop down and use springboard.
Divert swarm and get fairy.
Go right and open chamber door.
Get shoes.
Get fairy on high ledge.
Use spring board whilst pressing right to avoid fly trap to get final fairy – Yipee!





final

LIFE EXPECTANCY 84°

GRAPHICS 93°

INSTANT APPEAL 95°

ADDICTIVNESS 93°

Diagnosis

Another stormer from Raffaelle Cecco. Buy it!

93° verdict

ROCK STAR ATE MY HAMSTER

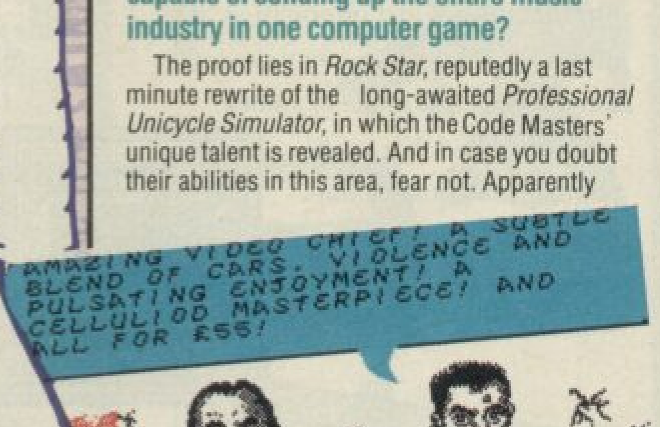


Code Masters/£9.99 cass/ £12.99 disk



Jonathan Now we all know that the Darlings are a bunch of loveable funsters at heart. Always involved in some wacky jape, usually when a photographer just happens to be in the area. But who'd have guessed that underneath those toothy smiles and trend-setting baggy Codemasters T-Shirts lies a rapier wit capable of sending up the entire music industry in one computer game?

The proof lies in *Rock Star*, reputedly a last minute rewrite of the long-awaited *Professional Unicycle Simulator*, in which the Code Masters' unique talent is revealed. And in case you doubt their abilities in this area, fear not. Apparently



they've 'play-tested this game extensively and found that the way-out sense of humour appeals very well to players.'

Cast in the role of a rock star manager, your task in this 'hilariously funny spoof on the Pop Biz' is to set up a group and, well, manage them. The first job, of course, is to select the members of your band. These load in individually, and are generously located on a separate tape, rather than the reverse of the first one. It's obviously much better value this way, especially when you consider the free Drop Dead Clive! badge and assorted stickers. And all for a tenner!

The popsters at your disposal include Bill Collins, Dross, Annie Smallpox, Michael George and a host of others. Sound strangely familiar? Well actually they're all cunningly based on real-life stars, and I still can't help smiling when I think of them.

So with your group selected, it's time to plan your strategy. You have four choices from the main menu: practice (to get your group up to scratch), gig (you'll need to pick a venue and fix a ticket price), publicity (try to generate some hype in the press, with uncertain results), or gifts (buy prezzies for the band to keep them happy). If you manage to get spotted by a record label you'll also have the option of recording an album or a single. These are 100% Speccy generated, and true to life they sound almost indistinguishable.

And when you've made your choice and seen the consequences, you can, um, make another choice. (There are five to pick from after all.) But it's not all laughs. Sooner or later the top ten will be published. If your group feature in it you could be on the way to achieving platinum, the aim of the game. You'll also need to be able to master the latest lingo used in the trade. Would you sign an act that was described as 'happening', 'groovey' and 'outasight'? Or would you give them a wide berth?

Rock Star's 'totally brilliant' humour is undoubtedly its strongest selling-point. And if that sounds appealing you'll no doubt revel in the extraordinary monotony of the rest of it. The music industry will never seem quite the same again.

Laugh? I nearly played it twice...



final

LIFE EXPECTANCY 19°

GRAPHICS 63°

INSTANT APPEAL 25°

ADDICTIVNESS 27°

Diagnosis

Hilariously funny? Well perhaps, but not quite in the way they intended. Please don't make me load it again!

35° verdict

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CHUCKS AWAY!



It's the wrinkly old fighter pilot compo

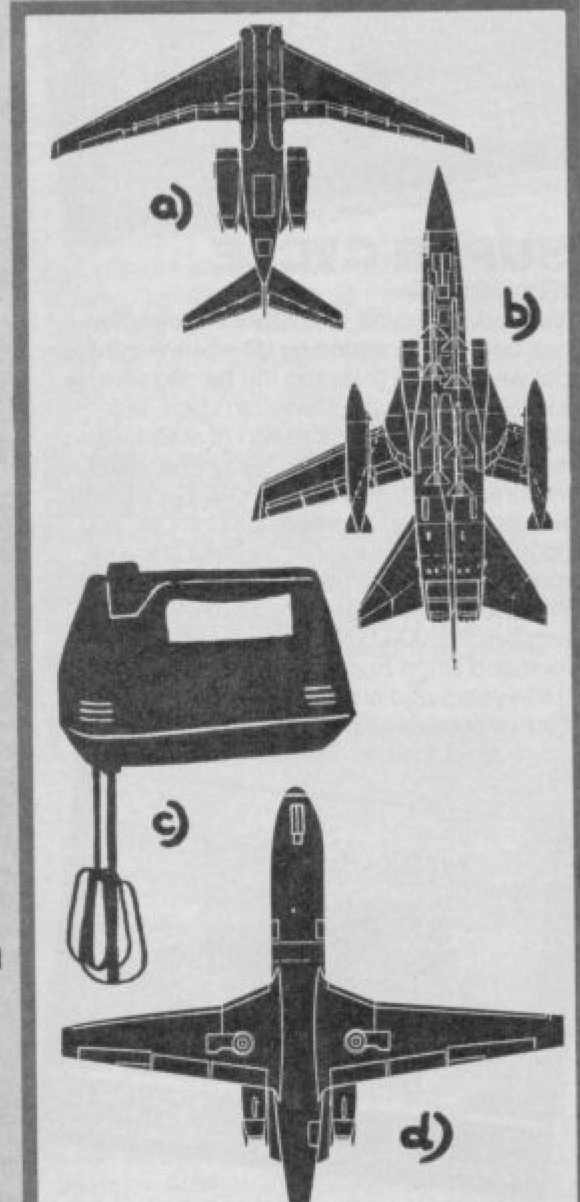
ABOUT THE PRIZES...

Brrr! Not much cop, this so called British summer, is it? String it up, that's what we say. It's the only language it understands! What you need is a nice snug leather jacket, preferably one with two flap pockets on the side, Air Force badges on the arms and all that jazz. And Crickey O'Riley, what do we have here, but a couple of those very items!! They come in every size from Jackie Ryan to Jimbo the Jumbo Jet. Cor blimey! And not only that, but we're also giving away five *Chuck Yeager* games and five E.A. T-Shirts to the runners up. It's a giveaway!

ABOUT THE GAME...

In September 1948 the Englishman John Derry broke the speed of sound in a de Havilland D.H. 108 tail-less research aircraft. Unfortunately, tail-less planes turned out to be not such a good idea (they crashed a lot) and anyway, Chuck Yeager had already done it the previous year. So no John Derry Simulator 'cos Electronic Arts — always one with an eye for the hot licence — went with extrovert American 'Chuck' instead.

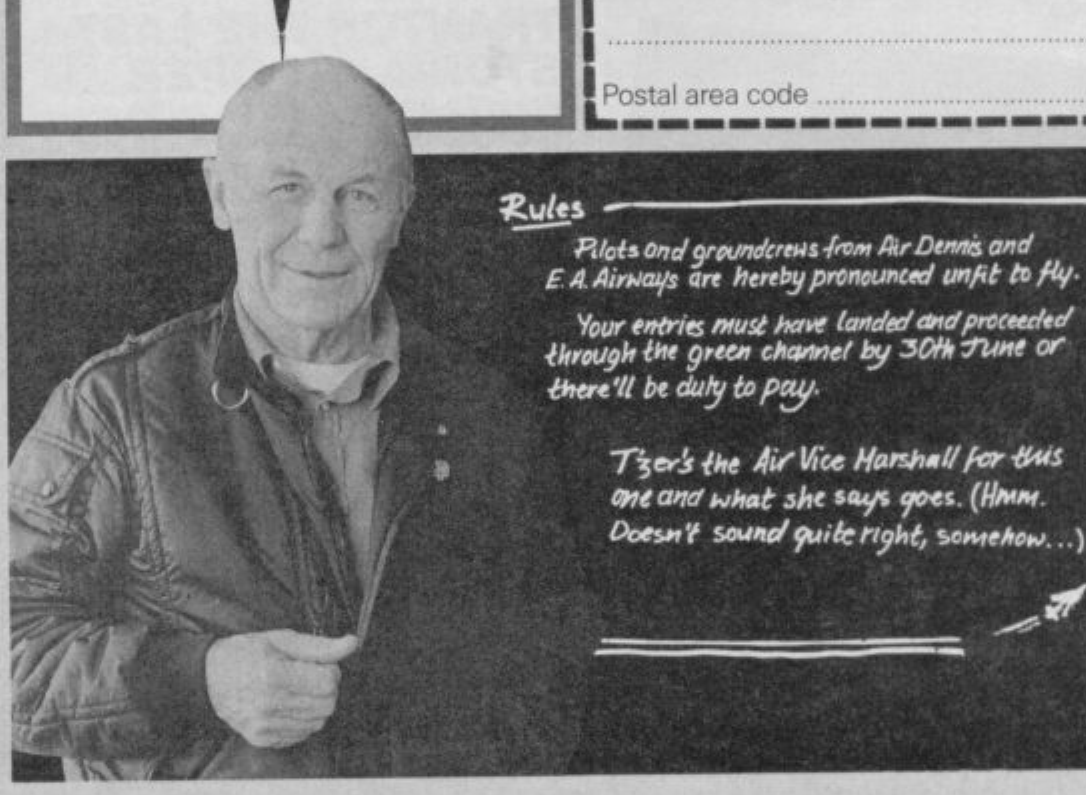
With *Chuck Yeager's Advanced Flight Trainer* you don't just get to 'push the envelope' (i.e. fly very fast in Chuck-speak) in the Bell X1, but do other test piloty things in a whole manner of aircraft. These range from the Blackbird reconnaissance plane (really quick, but heavy and difficult to land) to the humble Spitfire (slow, but dead responsive, so it's one of the best ones). They all float rather realistically, but most aren't the sort of thing Chuck himself would ever have got near, so there's the realism right out of the canopy. You do get to try out some made-up aircraft too, and suss out what's wrong with them (i.e. they don't have tails, they're crap, etc.) Which brings us neatly onto...



WHAT YOU HAVE TO DO...

Take a gander at these silhouettes. Are they odd looking seabirds? Are they bizarre religious artifacts? Are they heck, chummo, they're aeroplanes, as you should well know. However, look a bit closer, and your keen test pilot's eye should work out that there's something a bit wrong with all of them. Simply write what it is in the space provided on your handy-dandy form, send it in to us and Bob's your uncle! Not only that, but you'll also be in with a chance of winning one of these spiffing prizes. Don't forget to put your name, age and address, then send the whole lot off to 'Puncturing The Envelope' Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ, to get there by 30th June 1989. And don't forget, 'puncture the envelope' is an obscure test pilot's term I've just come up with and not a recommended way to treat the postal package your entry resides in.

None of this lot'll fly, matey, (not very far anyway) and I'll tell you why...
Plane a) is missing..............................
Plane b) lacks..............................
Plane c) could do with..............................
And as for plane d), well..............................
....
Name..............................
Address..............................
....
Postal area code..............................



Rules

Pilots and groundcrews from Air Dennis and E.A. Airways are hereby pronounced unfit to fly.

Your entries must have landed and proceeded through the green channel by 30th June or there'll be duty to pay.

T'zer's the Air Vice Marshall for this one and what she says goes. (Hmm. Doesn't sound quite right, somehow...)

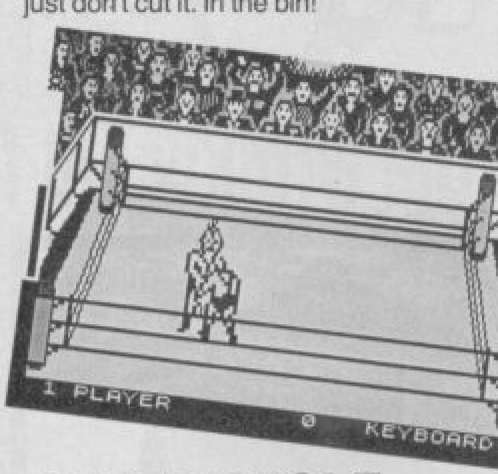
BARGAIN BASEMENT

They're certainly cheap, but are they cheerful? *Marcus Berkmann* rootles around in the *YS* Lucky Dip...



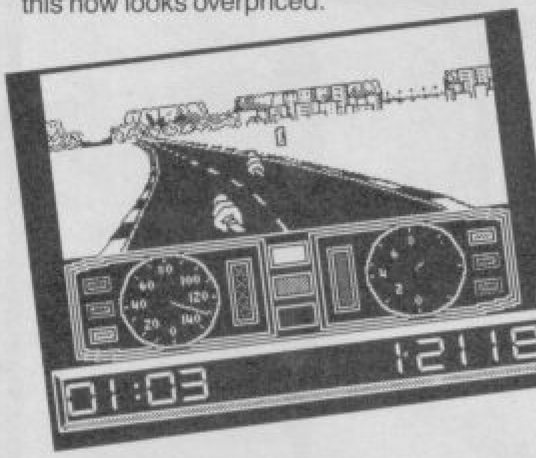
123
Silverbird/£2.99

This presents something of a conundrum to the diligent critic. I mean, how much does value for money count? After all three games – *BMX Kidz, Ninja Master* and *Rock-n-Wrestle* – all previous releases on full price, now bunged together on a single cheapie: well, that's a bit of a bargain, isn't it? Well, yes, in that three games for three quid is never that bad a deal, and no, in that they're all crap. What we have here are three overcrowded genres, boxing, BMX and ninja, and three of the most tedious games in any genre yet to see the light of day. The first two I don't remember that well, but *Rock-n-Wrestle* is coming out now for the third time, and that's not including the 547 compilations it's also been crowbarred onto. Nope, they just don't cut it. In the bin!



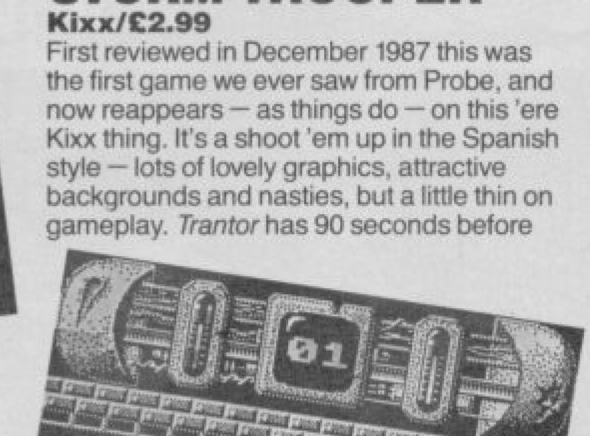
SUPER CYCLE
Kixx/£2.99

It's probably unfair to criticise a game that has been superseded by later better titles but why should that stop me having some fun? Actually *Super Cycle* isn't bad, but since *Enduro Racer* this sort of standard motorcycle racing game with all the usual features – smallish sprites, dreary old roads with no foliage or scenery to speak of, and no bumps or rocks in sight – has become more than a little tiresome. Snore city, in fact. What's worse is that there have also been around 345,000,000 identical games released since *Super Cycle* first appeared three years ago and impressed us all. Some games survive, some don't, and at three quid this now looks overpriced.



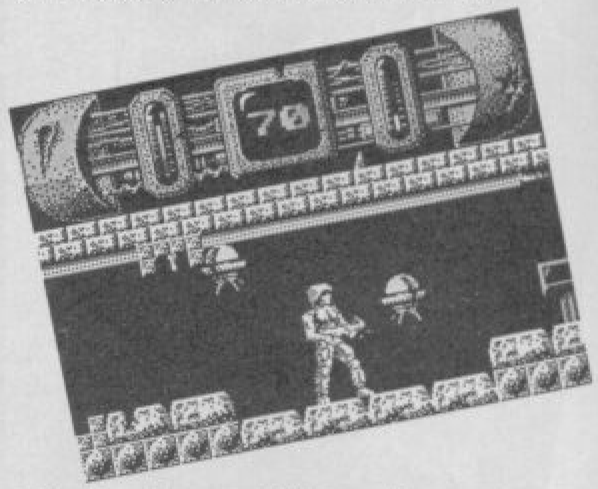
TRANTOR THE LAST STORM TROOPER
Kixx/£2.99

First reviewed in December 1987 this was the first game we ever saw from Probe, and now reappears – as things do – on this 'ere Kixx thing. It's a shoot 'em up in the Spanish style – lots of lovely graphics, attractive backgrounds and nasties, but a little thin on gameplay. *Trantor* has 90 seconds before



bodybombs sewn under his skin (yuk) explode, during which time he must run through the corridors of an underground alien complex, blasting nasties with his flamethrower, in a frenzied race to discover the code sequence to the matter transporter, his only means of escape.

Along the way he discovers computer terminals which give him one of the letters of the code and reset his bodybomb, and by hopping between these he can prolong his life just long enough to reach his goal, bobbing down to avoid low-flying aliens and picking up first aid kits, computer pass keys and energy-giving food. All good fun, and



indeed last time round Phil gave it a Megagame, mainly, I think, because of the stupendous graphics. But time is cruel. While the backgrounds, aliens and particularly *Trantor* himself look fabbo, the gameplay now seems ever so slightly tedious – and it's hard in a frustrating rather than an invigorating way. Still, I carp – or even herring. For three nicker it's still a birrova steal, and blast fanatics could do much worse.

SPY HUNTER
Kixx/£2.99

Another oldster dug up by US Gold's cheapie offshoot Kixx, *Spy Hunter* actually features the copyright date 1983 on its cassette inlay – a brave move in today's novelty-obsessed market. But even though *Spy Hunter* is older than Bob Monkhouse,

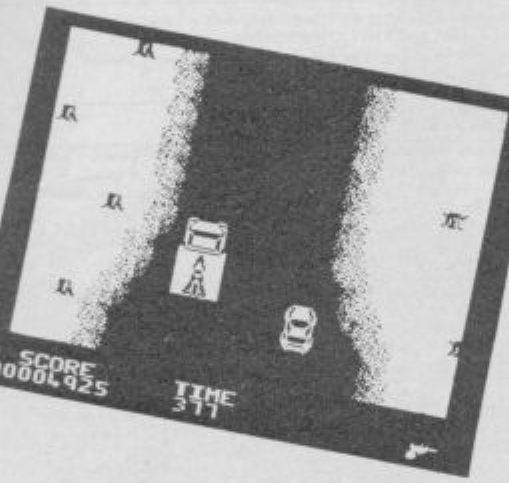
SOCCER Q
Cult/£1.99

From the people who brought you *Footie Director*, here's a brilliant little variation. Instead of using your management skill and all that rubbish to guide you through the divisions and along the cup trail, here you answer trivia questions on football. The result – a cross between pub trivia games and the best footie sim yet seen on the Spec – is hugely enjoyable, even if it is about as slow as *FD* and, like other recent games from that stable, presented in a typeface that's almost impossible to read. But if you're a trivia nut, and worse still, a football nut, and even worse a football sim nut – and I'm all three – you'll lap this up for breakfast. Each of the four divisions has just eight teams, making seasons rather shorter than in old *FD*, and you have ratings out of 100 for goalkeeper, defence, midfield and attack. These you can bump up with training – you answer a multiple choice question, and the rating goes up if you get it right, or down if you get it wrong. You then play the game, and answer a question every time the opposition attacks your goal and every time you attack theirs. Simple, huh? And completely brilliant. Light relief at a reasonable price for *FD* fans everywhere.



and has been on even more compilations than *Wizard's Lair*, it's still thoroughly playable in a gnarled sort of way. It's interesting, too, to see that road racing games with guns didn't start with *Road Wars*.

Spy Hunter, if rather more modest in intention than the later blasters, doubles as a mildly diverting shoot 'em up as well as a racer. Seen from helicopter level, the game charts your attempts to shoot -- or at least overtake — everything in sight, while remaining resolutely alive yourself. If this sounds a bit like an episode of *Highwayman*



without the hairstyles, that's not too far away. Occasionally you switch from Spy Car to Spy Boat, and it's off for a merry fizz on the river — if you can avoid the barrels, torpedoes and so forth. It's good unpretentious fun, with one unforgiveable bug, once the game is over, you have to load up from scratch. Tut, tut, Kixx — get your act together.

MISSION OMEGA

Bug Byte/£1.99

A weird one, this. Every so often you get a game which has more features than it knows what to do with, but not much game to speak of, and *Mission Omega* is a superb example.

Essentially what you have to do is build a robot — on the initial pull-down-menu-driven screens, you get a choice of the various whizzo components you can use — and then guide it around an alien spaceship, trying to switch off four reactors within a time limit. Muck it up and a rocket will blow up the craft — do it properly and, well, you can go and play something more interesting. Trouble is, there's not much here of any interest at all. The ship's innumerable corridors and rooms all look exactly the same — dullsville — and the game's instructions are so sketchy that it's never made at all clear what is going on and what you are supposed to do. Even after you have worked it all out by trial and error,

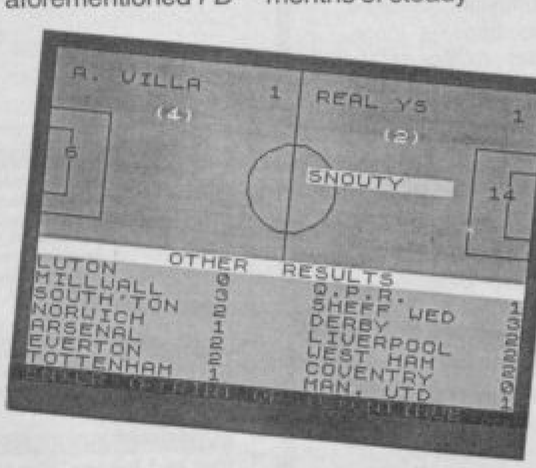


you wander around a bit and find yourself asking, "Is that it?" before throwing the Speccy out of the window. A total waste of time, I'm afraid — expensive even at two quid.

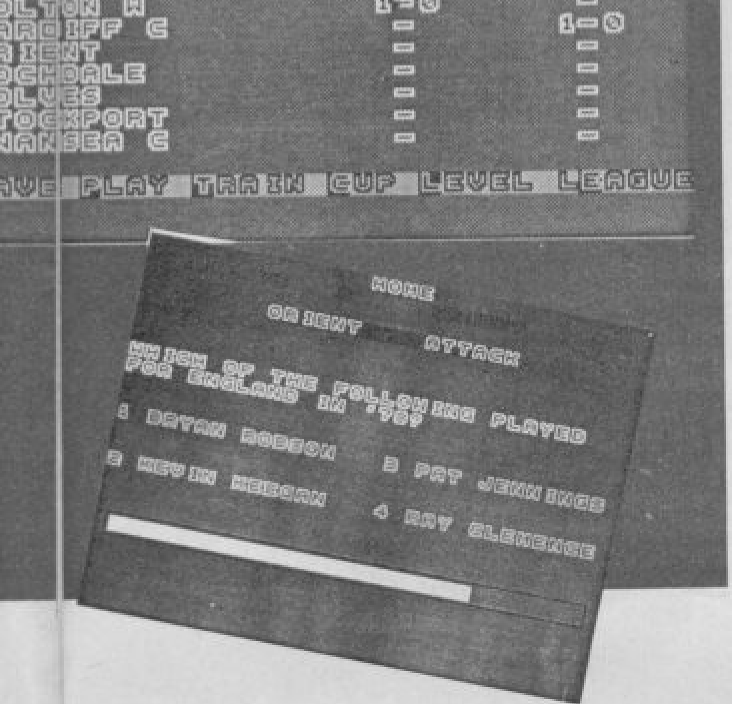
PREMIER II

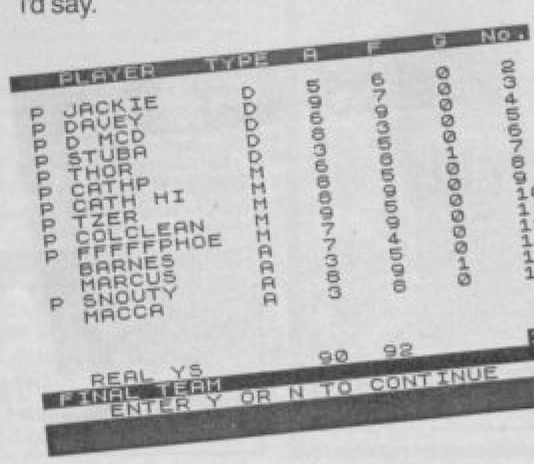
E&J/£1.99

More footie sim fun, this time from E&J, dread rivals of *Football Director*'s D&H. Confused? Yes, me too, but this game apparently came the same route as the aforementioned *FD* — months of steady



sales on mail order, before E&J put it out on the open market. Just as well it's a cheapie, then, because it's not really up to the *FD* standard, although a brave try. All the usual features you'd expect are crammed in here — loads of info, minute-by-minute matchplay, enormous waits for the computer to work out the results — but there isn't the cast-iron addictiveness of *Footie Director*, nor for that matter *Soccer Q* (reviewed above). It's definitely an improvement on E&J's earlier games, but it's just not different enough to work in its own right. A goal kick, I'd say.

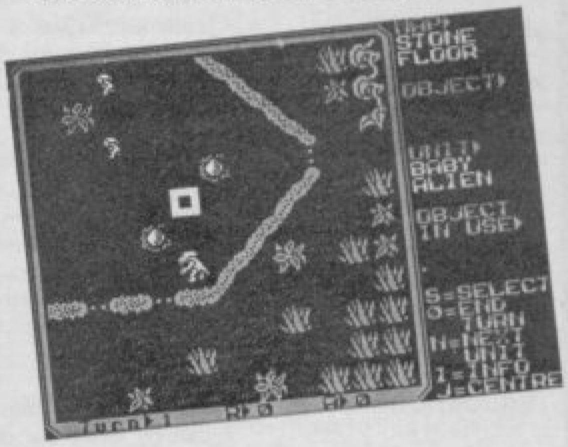




REBELSTAR 2

Silverbird/£1.99

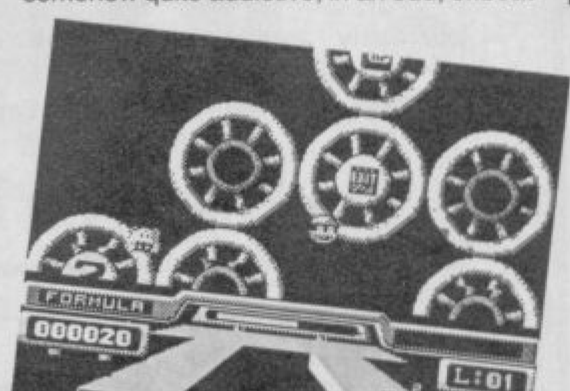
'Arcade strategy' game that would probably be better off just calling itself a strategy game, 'cos that's what it is. But then strategy is not the big seller it might once have been, so any attempt to liven it up for the wider audience is perhaps to be welcomed. Anyway, this little number supplies you with a number of forces (the Rebelstar Raiders, in case you were wondering) who must fight an armed party of aliens which has established itself on a nearby planet. Not only must you kill as many nasties as you can, but you must also see off their eggs — for, yes, if they hatch, the phrase 'eggy soldiers' will take on an entirely new meaning. So, it all comes down to the traditional strategy features of troops deployment, bloodless battles, and terrain neatly mapped out in a giant grid. You can play against the computer or a friend (the two-player game loads separately), and the whole is quite a laff, if perhaps not as detailed as most full-price strat games. A neat addition to the genre, though.



πr^2

Bug-Byte/£1.99

An odd game, this, which never really found its niche on initial release — too strange for the general market, probably. Your task is to search through the inner workings of the mind — represented here by a series of touching wheels — to extract certain mathematical formulae — like πr^2, for instance. If this sounds hopelessly dull or cerebral (good word, eh?), well it ain't. Symbols are to be found in the centre of the wheels, and you travel around the edges trying to pick up the ones you want in the order that you want them (you grab 'em by doing complete circuits of the wheels in question). There are hazards, including old little nasties that whiffle swiftly around some wheels' perimeters, and the whole is somehow quite addictive, in an odd, offbeat



sort of way. But then the game's really only another collect-and-dodge multi-level arcade adventure in sheep's clothing — just substitute wheels and cogs for platforms and ladders. At eight quid, though, it did seem overpriced — but at two, perhaps it has found its niche at last? A neat little brainteaser.

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YS 6/89

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REPTON MANIA

Superior Software/£7.95 cass/ £12.95 disk



Marcus **Now let's get this straight from the start: *Repton* is *Boulderdash* writ large. In fact 'writ' is probably the operative word, because the two are in places so similar that I'm amazed the lawyers haven't been on the phone.**

That said, *Repton* is a cracking good game – or rather format, because there are two games here, *Repton 1* and *Repton 2* (imaginative titles, huh?). 'Large' is no less appropriate than 'writ', 'cos both games expand the old *Boulderdash* formula to bumper size. I mean, take a butchers: *Repton*'s sprite is a sixth the height of the screen.



The name may be familiar, for indeed the two games were, in an earlier guise, two of the most successful games ever on the BBC Micro. No, stop laughing. A good game is a good game, whichever machine it's on, and both Speccy conversions look and play a treat.

Repton 1 is unreconstructed *Boulderdash* – diamonds, boulders, nasties, the lot. You guide your little chap around the maze, collecting diamonds and trying to avoid being splattered by the boulders that lie around. Much of this is straightforward puzzlework – how to blag the sparklers without being crushed – but when eggs start cropping up, you have to be even more careful. Crack the eggs – and a lot of the time you don't have much choice – and out floats a nasty which sees you not as a jolly playmate, more as breakfast. Irritating-looking safes block the way too, and seem impossible to crack, but find the key (always hidden somewhere nasty) and the safes all open to reveal diamonds. There's a time limit for each screen, and for the first eight screens you also get a map you can toggle to which shows you the detailed layout of your level.



All very well, but for an even more sophisticated bit of fun, all you have to do is turn over the tape and load in *Repton 2*. This, originally the sequel in BBC land (or had you guessed?), bears the same relation to *Repton 1* as *Jet Set Willy* did to *Manic Miner*. Suddenly the action is opened up to one multi-level puzzle, thanks to 64 transporters that lie around the place. The idea here is to collect 42 jigsaw puzzle pieces, which when picked up immediately reappear in a section of the first screen, eventually to spell out some sort of message. Meanwhile, though, you still have to pick up all the diamonds (1,634 of them, for heaven's sake), make sure you step over all 4,744 earth sections, use all the transporters and kill all 18 monsters. Not easy. Extremely hard, in fact.

The whole thing is about as complicated as I imagine a game like this could become, but it's devilishly addictive – one of the most compulsive games I've played in months. You're always visiting new screens, getting killed in exciting new ways and being presented with ever more devilish puzzles to solve. As well as all the hazards in *Repton 1*, there are spirits, which always follow to the left until they reach a cage, and must be avoided at all costs. There are meteor showers, which make things tricky in six of the 16 levels. And there are skulls, which may not move or fall on you but don't exactly like being disturbed either. It's up to you which locations you visit in which order, but you soon discover that unless you do one thing earlier on, your way may be irrevocably blocked a few minutes later.

If you manage to get through all this – and anyone who really gets into the game can look forward to weeks (if not months) of challenging play – you're eventually allowed to reach the last half dozen puzzle pieces (the surrounding skulls conveniently disappear), and the game is over. Needless to say, after two or three days' solid playing, I'm about 1% closer to that seemingly unreachable target.

The whole shebang is, in the end, one of the most addictive arcade adventures for ages – not wildly original (which is why it just misses a megagame), but a superb variation on a classic theme. Use *Repton 1* to get you used to the controls and the gameplay, then leap straight in at the deep end and load up *Repton 2*. Arcade adventure fans (all eleven of us) are not well cared for by software companies these days (*Aaaaah! – Everybody else*), but this is manna from heaven, or at least Leeds, where Superior Software is based. That's not to underestimate *Reppy 1* – a perfectly adequate *Boulderdash* clone – but *Reppy 2* is the business.

Poke, anyone?



final

LIFE EXPECTANCY	GRAPHICS
93°	85°
INSTANT APPEAL	**ADDICTIVNESS**
86°	93°

Diagnosis

Two games in one: one a serviceable *Boulderdash* clone (with giant sprites), the other a quantum leap ahead, the best multi-screen arcade adventure we've seen for ages. Triffo.

88° verdict

Sanx

Thalamus/£8.99

Ben Aliens – pah! Who do they think they are? Buzzing Earth in their doughnut-shaped ships again. In *Sanxion* (that's pronounced "Sank-shun" if you're wondering – I did) they're not content with freaking out some poor old carrot cruncher who nobody's going to believe in a million years, this time they mean business – Golly!

The little green ETs from far away have been spying on Earth's technology and they're none too pleased with what they see. All this Jason Donovan and Kylie Minogue and enough nuclear weaponry to enforce it across the galaxy is a worrying sight for them – they don't want us tearing around the universe spewing genocidal war and Stock, Aitkin and Waterman tunes, do they now?

To stop such an event, a collective of alien planets formed The Empire and sent a powerful





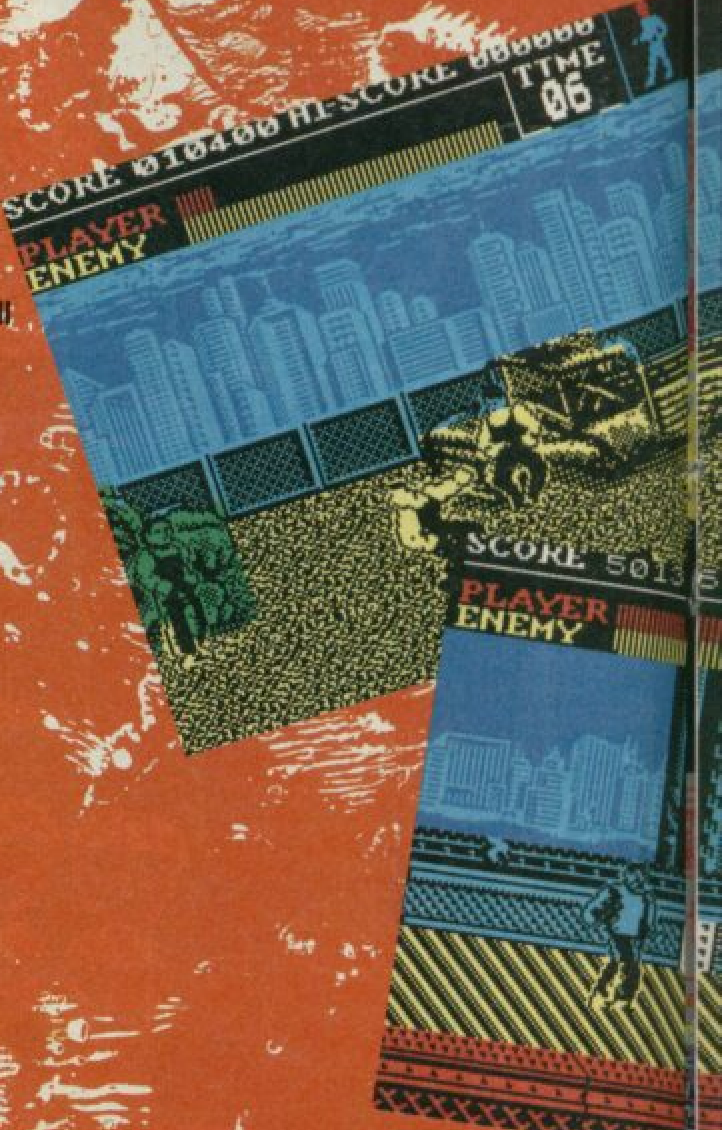
Vigilante

US Gold £8.99/£12.99

Dunc Turf, eh? Funny old stuff it is, dirty on one side, green the other. One lone piece of turf is not a lot of use, but bung thirty together and voila – an extremely small garden. And things go uphill from there – the more turf you add, the more spacious and luxurious your lawn becomes. Or there's the alternative method, by lying the sods (Oo-er) upside-down you can instantly transform the same area into a mud wrestling rink (or a worm sanctuary). Charge admission! Make loads of 'spondies'! No wonder the double-sided little floric slabs are such a valuable commodity – and no wonder that the Street Gang in this game are after yours. *(It's not that kind of turf they're after and well you know it. Ed.)*

Actually, *Vigilante* is another beat 'em up in the mould of *Renegade, Target Renegade* and *Dragon Ninja*. You know the format (unless you don't, in which case, erm, you don't) – it's a left/right, right/left scrolling kick and punch people until they're dead, but all the time they're trying to do exactly the same thing to you game.

The Street Gang (your enemies) are a bunch of skinheads who have kidnapped Madonna (the scamps), and are holding her hostage. You're out to get her back while your foes are out to capture your turf *(Tell the truth this time. Ed.)* – your



xion

Android Culture Technician (ACT) to mess about with Earth's scientific discoveries and hopefully blow the planet to itsy bitsy pieces. Unfortunately for The Empire the ACT crashed on our moon, so alerting Earth's defence corporate, who failed to locate the ACT as it limped back to its base (obviously it was a hard ACT to follow).

To cut the rest of a very very long inlay short, The Empire has mounted a kill or be killed operation on Earth, leaving you and a handful of other fighter pilots to ward off the waves of alien ships currently pouring from the skies.

The screen is split into three sections, the largest being the bottom section which takes up around half of the screen. This is the main playing area which shows a side-on view of the action scrolling from the right hand side. Your ship can move up, down, back and forward to the middle, giving you only just over a quarter of the Spectrum screen to manoeuvre on. The top section is an overhead scanner which shows the view from above your ship (pretty obvious really) – it's fairly useful when playing as it shows approaching waves of aliens well before they arrive on the main screen. The top and bottom sections of the screen are separated by the status bar which contains the usual stuff, lives, score and the like.

Considering there's never more than one wave of aliens on screen at once the action's fast and surprisingly tough. If you're not an experienced shoot 'em-upper you'll probably find the first level well hard to complete – perseverance is the name of the game though, just like in any other pattern game, play it enough and you'll soon learn to expect where the next wave of death is coming from.

The graphics are well above average but they aren't brilliant. The characters are well drawn and fairly detailed, as are the scrolling backgrounds, but in conjunction it's very difficult to see what's going on, particularly when you're over a complicated bit of background – this leads to a lot of wasted lives and mega frustration. The sound however, is excellent. The title tune on the 48K version puts some 128K music to shame – it's a brilliant rendition of the original C64 (spit spit) music by Rob Hubbard. The 128K version has some neat sound FX too and another great tune, this time it's a slightly lumpy stab at Prokofiev's *Romeo and Juliet* (you know the one "Dumm da dumm da, da da-da da-da da-da da-da da-da da-da darr" it got to number 1 in 1863!).

My only real whinge about *Sanxion* is that the area in which you can move is far too small. This makes it extremely difficult to avoid the nasties and their lasers. Overall *Sanxion – the Spectrum remix* is slightly annoying but on the whole playable and fairly addictive if you persevere.

final

LIFE EXPECTANCY	GRAPHICS
70°	73°
INSTANT APPEAL	**ADDICTIVNESS**
65°	75°

Diagnosis

Sanxion is slightly annoying but on the whole playable and fairly addictive if you persevere.

71° verdict



'manor', your, eeerr, basically your territory. Um, apart from that there's not a load to tell you.

If you've seen *Renegade*, *Target Renegade*, or *Dragon Ninja*, then you'll know what's going to happen already. You fight through hordes and hordes of rather violent people until you reach the end of a level, whereupon you stumble upon a particularly nasty specimen who takes a lot more bashing to send to the stomping ground in the sky. This having been accomplished it's time to load in the next level where the foes are a mite different and so are the backdrops.

In the gameplay stakes, *Vigilante* offers nothing new. You have the standard fighting moves and can pick up weapons along the way. And in the graphics stakes it's a slight step back from the excellence of, say, *Target Renegade*. Not that they're bad, don't get me wrong – they're just not special in any way. The colour is a bit of an eyesore at times (most times in fact) as, for instance, when there's a strip of white and blue in the background you find everybody has white legs and blue torsos! Mind you, there is a 'turn off colour option'.

Erm, what can I say? I could say "boring", but it probably wouldn't help anyone. What I will say is that *Vigilante* is a little behind its time. Why didn't it come out a year ago, while there was still a bit of room on the bandwagon? Still, if you absolutely love beat 'em ups to death, and have finished all the ones currently available then get this – but don't expect to be astonished by anything.

final

LIFE EXPECTANCY	GRAPHICS
70°	65°
INSTANT APPEAL	**ADDICTIVNESS**
72°	63°

Diagnosis

Pretty standard beat 'em up. You've probably seen it all before, so only buy if you're addicted to the genre and you've already got the better ones.

69° verdict



WHO IS THIS SMOULDERING FOXTRESS ?

Is she:
a) Mrs Mangel
b) Norah Batty
c) the Queen Mother?

WRONG!!!

She is, in fact, none of these. Her name's Paula Abdul and she's a singer-dancerish sort of person who had a rather brillo single out called *Straight Up* which went "straight up" the charts to the Top Five and had all sorts of peeps dancing and singing along-a Paula. What's more, she's the foxy chickette who taught the Jackson family, Duran Duran and George Michael to execute the odd pas de deux. What's MORE, she has a perfectly wondrous toe-tappin' album called *Forever Your Girl* out right now. And what's EVEN more is that she stars in a completely supreme mag called **Paula Abdul - Dance Machine** which is on sale on **June 1st** for the paltry sum of **£1.50.**

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PETE'S PUZZLERS

Kabakk, fumm, fwhizz... Is it a bird? Is it a plane? No, it's the sound of a squillion *YS* readers wrapping their brains around *Pete Shaw's* tricksters...

STRINGING ALONG

Reg Haberfield from down in the valleys, Porth, Rhondda, promised me his copy of *Space Invaders* for the Commodore if I could work out the answers to his puzzles in under three minutes. Hmmm, yes Reg, now take another blue pill, there's a good chap...

John had two pieces of string, one was twice the length of the other. He cut six inches off both pieces of string. One was now three times longer than the other. How long were both pieces of string originally?

GROSSER THAN GROCER

Ta ver. much to **Duncan Smith** of Fleet in Hants for this poser. Bit of a weighty problem, really...

If Mr Green the Grocer is six feet tall, eats three large meals a day and takes a size 34 waist trouser, what does he weigh?

YES, WE HAVE NO BANANAS

And over to **Reg Haberfield** from Por...Hang on, I've seen this name before. What's this, a carefully planned take over of the puzzle page, or just a man with lots of time on his hands???

Twelve boys sat at a table, on which was a fruit bowl containing twelve bananas. Each boy took a banana after which one remained in the bowl. How could this be?

ANAGRAMANTICS

A loyal *YS* reader from Dublin sent me in this next puzzler. Ta a trillion times for including your address — shall we try for your name in the next letter?

Unscramble these letters so that they will spell just one word.

NETOUSDJORW

GOING FOR GOLD

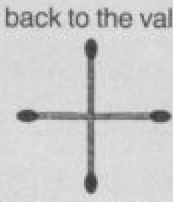
Another puzzle from guess who... Need I say more?



A man had nine bags of gold which he numbered one to nine and placed in a row in piles of one, two, three, two, one, as shown. By multiplying pile one by pile two, he got the total of pile three. 7×28=196. He wanted pile four and five to equal pile three also, but he couldn't work it out. How could he make pile 1× pile 2= pile 3 and pile 4 × pile 5 = pile 3 by moving just five bags?

SQUARE MATCH

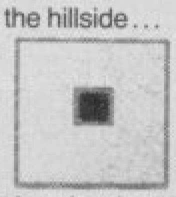
And without further ado, back to the valleys we go...



Make a square by moving just one match.

JEWEL THIEF

We'll keep a welcome in the hillside...



A thief wanted to reach a jewel at the centre of a pond full of man-eating fish. All he could find were two planks of wood to assist him, but each was just a little too short. He had nothing else, so how did he steal the jewel?

AGE OLD PROBLEM

It's a puzzle from **John Smith**! Oh no, false alarm, it's really Reg under a pen name...

In three years time John will be three times as old as he was three years ago. How old is he now?

LINGUISTICS

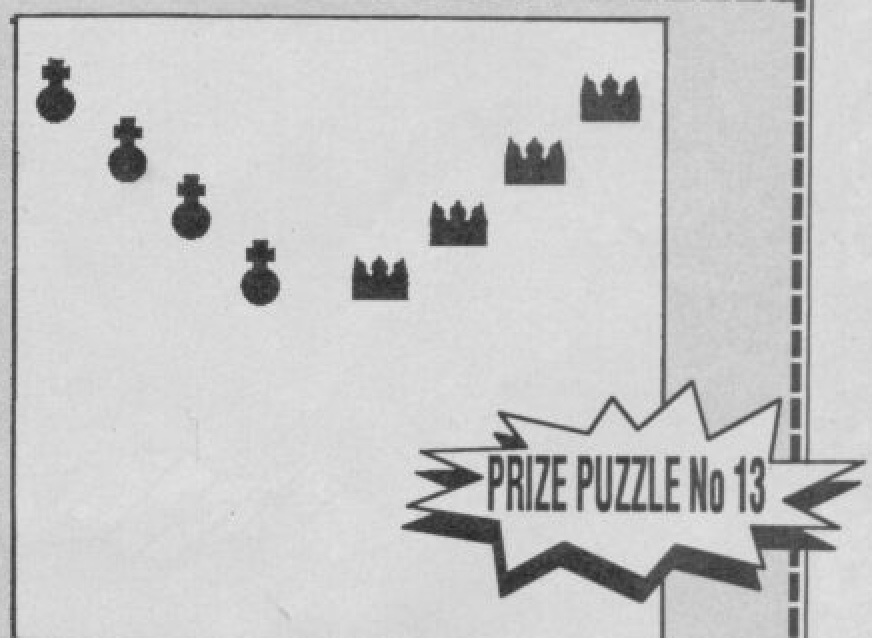
Oh, hello **Reg**, haven't seen you for a while then...

In the English language there is a six letter word that if you reverse the two middle letters will give you the opposite meaning to the word. What is it?

CROWNING GLORY

What's this? **Reg** echoing from down in the valleys again:.. Oh, okay then Reg, over to you.

The king of a country died, leaving his four sons an equal share of the kingdom on the condition that they could solve this puzzle. The country had an unusual flag with four orbs and four crowns in the top half of the flag. The flag had to be cut into four pieces, each piece being identical in shape and each containing one orb and one crown. Can you help them get their inheritance? There's a bundle of software for the first correct entry out of T'zers Tiara...



Ha! Even Reg Haberfield can't beat me, so I've divided the flag up as shown and I'm sending this whole coupon off straight away to With A Snip And A Tuck, I'll Win This Compo With Luck Compo, Reg Hamberfield's Pete's Puzzle Page, *Your Sinclair*, PO Box 1509, Enfield, Middlesex. And I promise to abide by the rules of *YS* compos and get my entry in before June 30th, 1989.

Name...

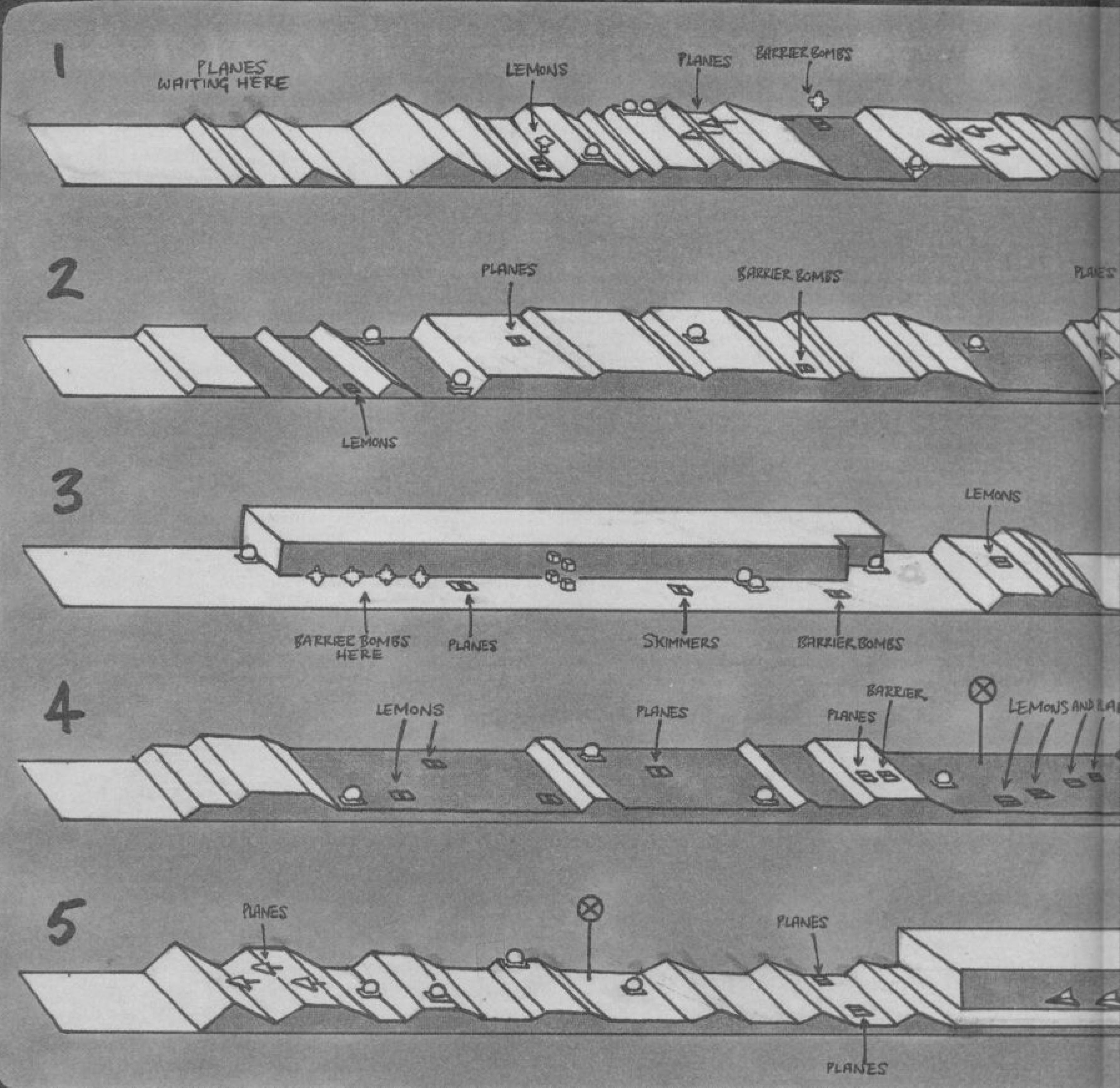
Address...

....

....**Postcode**...............

END NOTES

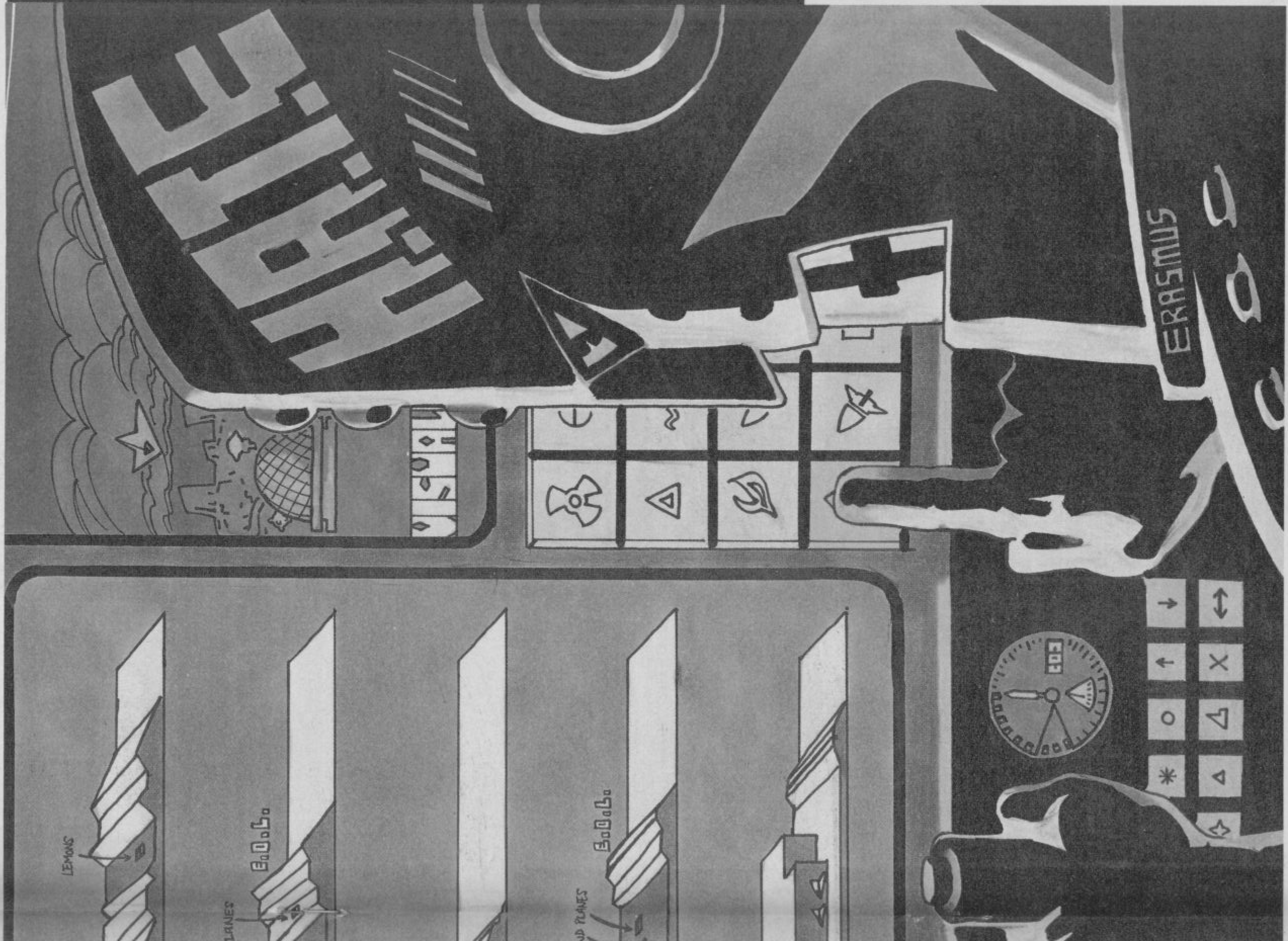
Well that's it from me and Reg for another month. We'll be back giving away software and badges like they were going out of fashion to all who get a puzzle printed, or we could send a van round if your name is Reg and you live in the valleys. Please keep sending 'em in, but as I always keep droning, we can't guarantee particular software packages, so don't request them! And do remember that Jackie has nightmares with my typing so please bear with her if your prizes are a little overdue. Can't puzzle these out? Then turn to page 89 for the answers. Anyway, see ya all next time. Pete.



- WAVES OF PLANES
- LAUNCHPADS : LAUNCH A CONSTANT STREAM OF PLANES, LEMONS, SPINNERS OUTPUT FROM EACH IS LABELLED ON MAP
- POWER STATIONS : SHOOT AND GET AN EXTRA LIFE
- MAGNETIC FIELD : FLY OVER THIS AND YOU LOSE ALL YOUR CELLS, THE LOT.
- BIG PLANES : SHOOT THESE AND THEY TURN INTO LITTLE ONES AFTER LEVEL 5
- CUBES : NEED TO BE BLASTED THROUGH TO PASS
- BARRIER BOMBS



MAPPED BY SEAN KELLY



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WIN A ROBOT (TIS TRUE)

HOW YOU CAN PARTAKE IN THIS ROBOTIC ROMP...

We've got a few piccies of famous robots for you to peruse. Go on, have a quick look now. Okay? Right – all you have to do is match the robots to the particular TV show or film in which they appeared. A piece of cake! Take the number from the relevant tin can and write it down, on the coupon, next to the title that you think it comes from. For instance, if you think that Robot Two comes from *Lost In Space* then just write '2' next to *Lost In Space* on the coupon. Simple as that. When you've finished cut out the coupon (or a photocopy), stick it onto the 'french' geezer from the Robochef advert (or a postcard) and send it to Oh No Not Another Long One (Actually It's Not That Bad) Robot Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Oh, and get them in by 30th June!

UP FOR GRABS THANKS TO DOMARK...
A REAL WALKING TALKING RADIO CONTROLLED ROBOT WORTH NIGH ON 100 QUID (BLIMEY)
Plus
A ROBOT RADIO ALARM
Plus
THREE (YES THREE) 'NOVELTY' ROBOTS

HERE'S THE FIRST BIT...

What a crap old world it would be without our mechanical chums 'the robots' to help us along, eh? They're blimmin' everywhere: you might even have one by your very own bedside – a Teasmade – robotic sophistication itself. Without the need for any programming whatsoever, Teasmades are able to make decisions on their own: "Is the central heating set too high for my master's (or mistress's) comfort? Hmmm, yes I think it is."

"Someone is approaching the front door, but judging by their infra-red aura pattern I deduce criminal intent. The police will have to be notified."

"Hmmm, Biffo the pet dog wants to go to the toilet. To avoid a nasty mess I'd better let him into the back garden."

Unfortunately, due to a massive oversight at the manufacturers, Teasmades across the globe are unable to communicate with, or have any control over, the outside world. Lacking hydraulic arms, legs and access to telephone networks, they're destined to sit there in abject frustration while the heating gets too hot, your house gets burgled and Biffo the dog delivers a 'present' onto the kitchen floor. What a shame, the poor little blighters. Still, they make a fine cup of Rosy Lea at unnatural times of the morning, which is one small mercy at least!

IT'S LINK TIME AGAIN...

Yes, it most certainly is. And why not!

WHAT YOU CAN WIN...

Thanks to our jolly chums at Domark, who are chuffed about the Speccy version of their brilliant new coin-op conversion *Xybots* (and 'why not?' again – it's brill, see the Mega Preview on page 54), we're in the position to offer you a rip-roaring robotic list of prizes. And here they are.

For the first prize winner we've got a hum-dinger! It's a real robot – it can walk, talk and carry things – and it's totally remote controlled. No more dining table blues when you're asked to 'pass the salt' to Aunty Beryl – just program the droid to do it for you. Same goes for the washing-up (except this robot isn't very good at washing up, but you know what we mean). Anyway, it's called Omni Junior (but if you win it you can call it anything you want – even 'Bobbin' it's up to you) and it's worth nearly a hundred quid!

For the second prize winner there's a spanky Robot Radio Alarm. It'll wake you up to the sound of 'Simes' radio show (if you get up mid morning that is – you scamp) and its little robot mouth opens and closes in time to the music as if it's actually singing (and it waves its limbs about). It's corkendous!

And finally for three lucky runners up, there're three spanking 'novelty' robots. These are little battery powered jobbies that zoom around the floor performing cunning stunts: except one of them doesn't – it's a sort of money-box. It actually eats your money and then licks its lips. They're all great fun!

When it comes to robotic knowledge, I'm no droid-void. Here are the answers...

Lost In Space ....

Revenge Of The Killer Teasmades ....

Star Wars (et al) ....

Fireball XL5 ....

Name ....

Address ....

.... Zip Code ....



RULES

- Employees of Dennis or Domark will automatically be disqualified if they're caught entering this!
- Entries received after 30th June will be marked 'null and droid'
- Robotty argues with the Ed's decision — it's final!

XYBOTS

IT'S A-

Those mervy mappers at Domark built a maze trickier than the one at Hampton Court, filled it with robots rottener than Robbie and then sent Major Rock Hardy and Captain Ace Gunn in to go and sort 'em out. *Jackie Ryan* went along to watch the sparks fly!

And not a ninja, Pac-person or mercenary in sight. Just you, your partner and a bunch of metallic monsters. Hooray for the metal Mickey's!

Domark is bringing our cybernetic friends out of rustirement to star in its latest computer game, an Atari coin-op conversion, *Xybots*. And just who are the Xybots? A bunch of jumped up robotic meccano kits who are struggling for supremacy over the human race, that's who.

In the game, the Xybots have gone to ground. They've built themselves a huge, impenetrable, underground multi-level city, made up of hundreds of maze like levels and populated by thousands of evil robots. The only way to beat them is to enter into their world, picking your way carefully through the mazes and fending off the hordes of marauding robots until you reach the Master Xybot.

It's a one or two player split screen affair, so you can take the part of either Major Rock Hardy or Captain Ace Gunn. Depending on which character you choose to play, controls will be either via the keyboard or joystick.

You begin the game by being teleported, with your partner, into the first maze-like level of the Xybots fortress. You'll immediately be presented with a map of the level, your positions in the maze, an information box relating to your energy and fire power levels, and a split screen showing the 3D viewpoint of Rock and Ace. This split screen stuff works rather well actually. The players view is dependent upon his position in the maze, so as soon as you move backwards, forwards, left, right or simply turn on the spot 90° you get a completely independent view from your partner.

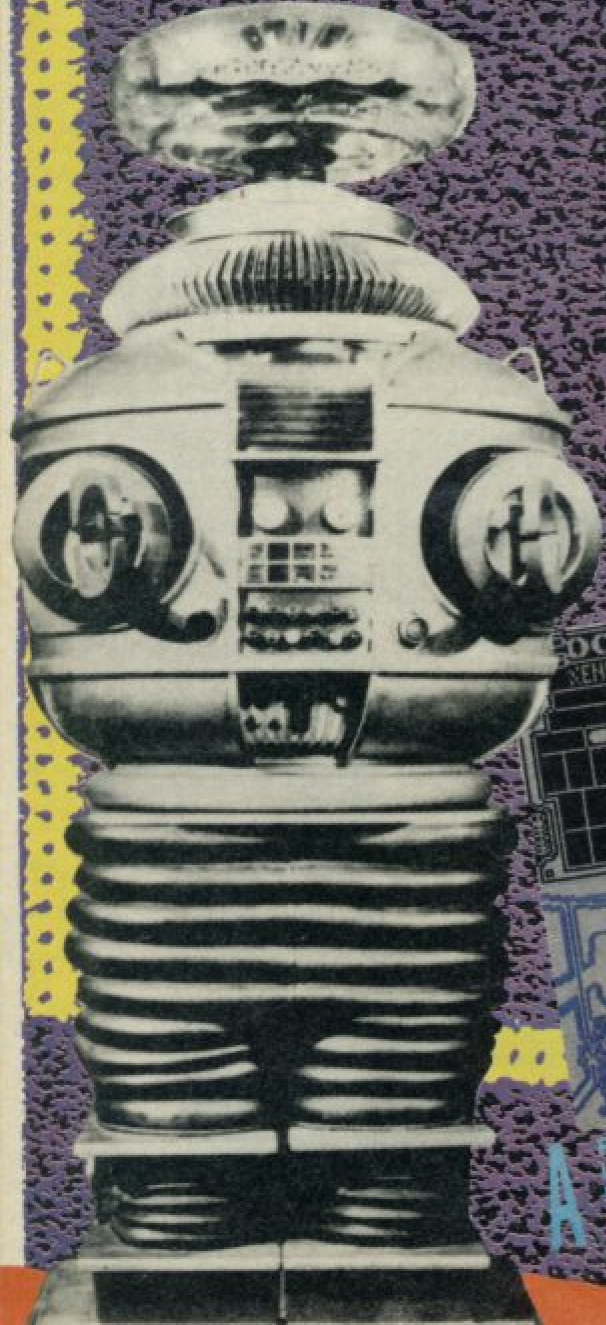
If you're playing in one player mode, the view of the player who is not playing will eventually disappear, to be replaced by a blank screen and a Press To Start message. This is 'cos a rather spiffy special play feature has been ported across from the Atari version to the Speccy, which means even if you start the game playing alone, a pal can join in and take on the role of your partner at any time. Good huh?

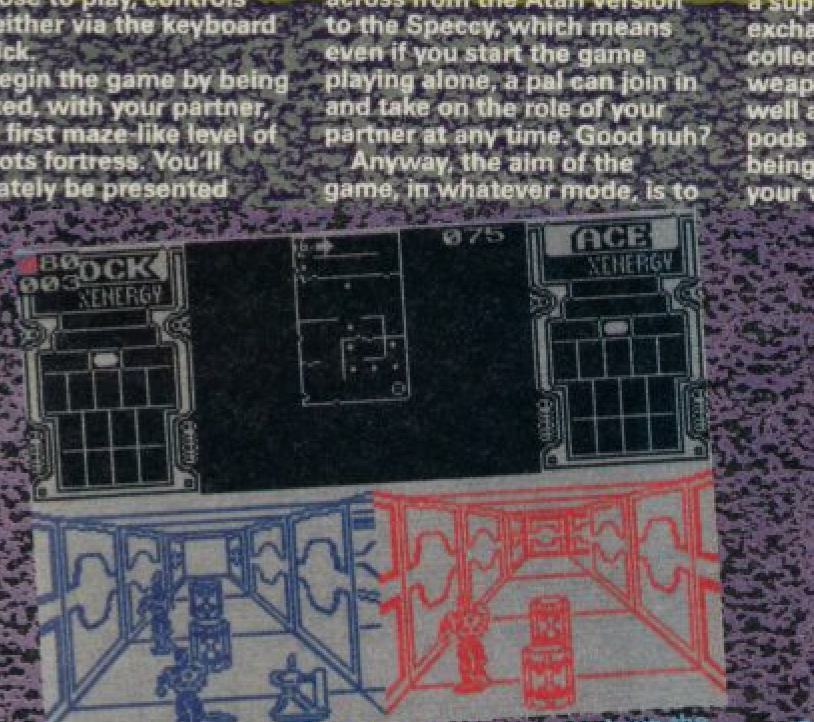
Anyway, the aim of the game, in whatever mode, is to battle your way through each of the maze-like levels, blasting robots, and picking up keys, coins and power pods as you go, until you find the exit. You can use the teleporters (Beam me up Scotty) which are situated at either end of the levels to move quickly from one end to another, or to make some pretty sharpish escapes from marauding robots. And you'll need the keys and energy pods scattered randomly around to unlock doors and boost your own rapidly depleting energy supply, before you can reach the exit.

Having fought off the robots, picked up all the keys, coins and energy pods you can find and exited the level, you then find yourself whisked away to a supply store. Here you can exchange the money you've collected for maps, extra weapons and fire power as well as trade in your energy pods for extra energy, before being transported off to fight your way through the next level.

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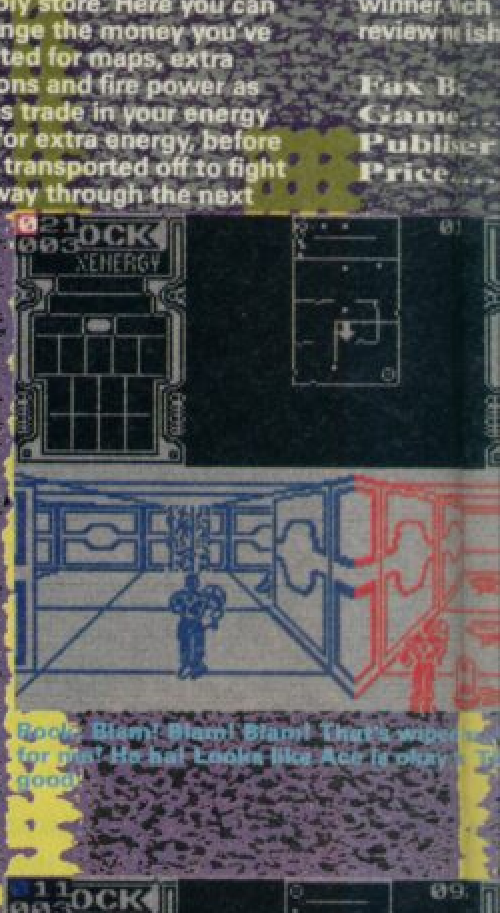




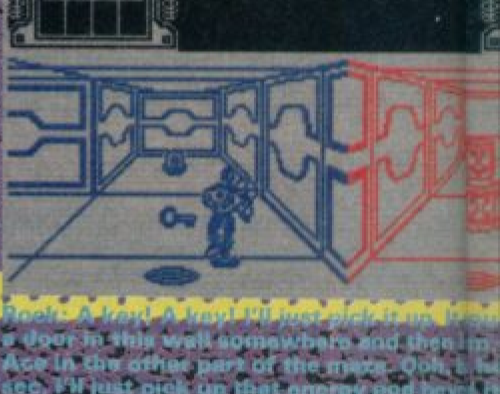
B Rock: Typical. As soon as ol' Ace disappears down the other end, I get attacked by a Shield Droid and a Guardian. And jus' look at Ace there, strolling down past those pillar box thingies to see if he can find any hidden objects without a care in the world. Out with the blaster time I s'pose.



A Rock: This is me and Ace having just been transported into the Xybots lair. We've got double vision, coz we're both in the same place at the mo. And yikes, there's already a horrible little Shield Droid after us. Quick, let's split! You transport yourself to the other end of the level Ace, and I'll check out this end.



C Rock: Blam! Blam! Blam! That's wiped ... for me! Ha ha! Looks like Ace is okay ... good!



D Rock: A key! A key! I'll just pick it up ... a door in this wall somewhere and then ... Ace in the other part of the maze. Ooh, ... see, I'll just pick up that energy pod ... Should come in handy. Now let's go ... doing.

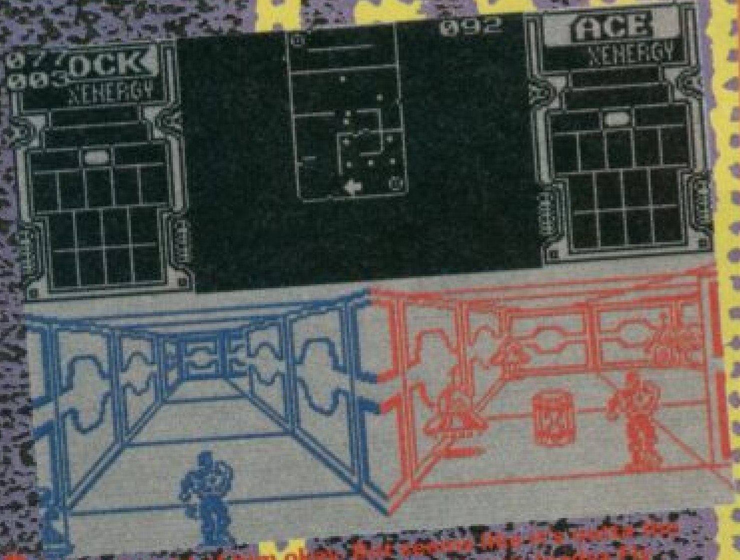
A-MAZE-ING!

you progress, the levels
harder and the robots
numerous, so swift
ions are definitely the
of the day. Lucky then
he sprites, although not
ly hue, move across the
n very smoothly and
ly, blasting and firing
ately at the hordes of
uding robots that
ate each level.
ually via a mixture of
shooting and puzzle
g you'll end up meeting
Master Xybot. Yikes. But
ot telling you what
ens next, you'll have to
he game to find out!
h Domark promising over
els to battle over, this
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er. Watch out for the
v next ish.

Bo[illegible]

ne .... *Xybots*
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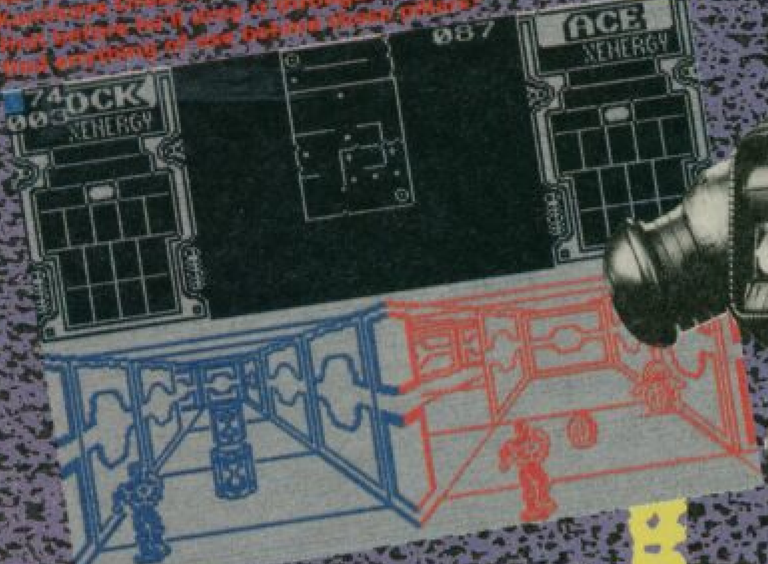


G Ace: Got rid of him okay. But [illegible] into the fire [illegible] approaching. [illegible] about to...



F [illegible]

E [illegible]

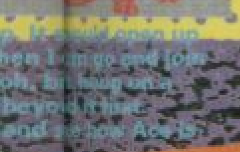




[illegible] 'em. More points [illegible]. Things look [illegible]



[illegible] It could open up [illegible] then I can go and join [illegible] beyond it [illegible] and see how Ace is



Collectables

Pillars
Look behind these. They may be hiding something useful.



Coins
Pick 'em up and use them in the supply room at the end of each level to buy better equipment, improved shot power and maps of later levels.



Keys
There's no limit to the amount of keys you can carry, and you'll need them to get you through all the locked doors on the level. So grab 'em.



Energy Pods
Pretty obvious what you'll need these for. Get as many as you can, you'll need them!



Wasteables

Master Xybot
You'll only meet him at the end of a certain number of levels. How to kill him? You'll have to find out for yourselves.



The Guardian
A humanoid robot. Takes a lot of fire power to kill.



Shield Droid
Bit of a fiendish one this. Your only chance of killing him comes when he turns his shield away from you.



The Fly
Looks like a flying saucer — and acts like one, flying up and down. Very tricky to hit.



Kamikazi Droid
This little droid carrys objects. But you have to shoot it before it shoots you if you want it to drop what it's carrying.



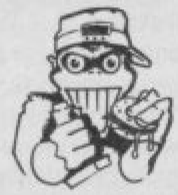
Get back trakkin' with a *YS* Back Issue!

BACK ISSUES



Ever missed a back issue of *Your Sinclair*? Phur, you don't know what you've missed then. All those brill features for arcadesters, specials for adventurers, and what about the mega Smash Tips extravaganza for all those wanting hints and tips on every single game that ever was?! There's something for everyone in a *YS* back issue. But don't despair if you've missed any, 'cos here on this very page is the users guide to *YS* back issues. Dip in!

Arcadesters



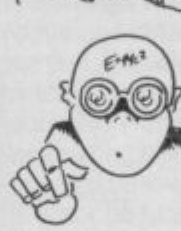
Issues 1-41 are a must for full colour previews, reviews, mega previews, and maps for every game under the sun. Oh and don't forget the specials on game conversions in issues **9**, **13**, **15** and **17**.

Adventurers



Issues 1-41 contain all the in depth adventure reviews you are ever likely to need. With extra A-Z Adventure Tips Guides in issues **11**, **15**, **33** and **40**, specials on *GAC*, **9**, *PAW* **18**, utilities **36**, and a DIY adventure in **34**.

Programmers



Issues 1-41 are essential if you want to get hold of all the programs we've ever printed in *YS*. And there's also the special on *3D Game Maker* in issue **11** for all you potential games programmers out there.

Hardware Hunters



Where shall we begin? There's joystick features in issues **2** and **35**, reviews of the 128, +2, +3, Sinclair PC 200, and Sam Coupe in issues **4**, **10**, **19**, **35** and **39**, wafadrives in issue **5**, Saga keyboards reviewed in **7**, a modem special in **16**, hardware round ups in issues **6**, **8**, **13**, **14** and *Rage Hard* regulars in issues **27-41**!

Musicians



Making music is easy on the Speccy — with your *YS* back issues. Check out the *Specdrum* and *Wham Music Box* in issue **3**, the music for beginners special in issue **7**, supergroup in **12** and the review of the Cheetah Mk 5 midi keyboard in issue **18**.

Artists



If you fancy being the next Rolf Harris then check out the review of *Art Studio* in issue **4**, *Animator 1* in **8**, and of course *Artist II* in issue **14**. Can you giss what it is yit?

Hackers



Issues **1-41** are stuffed full of hacks and POKEs for trillions and zillions of games. But there's also a hackers special in issue **9** and the brilliant Smash Tips with hints, tips, POKEs and complete solutions for every game ever, in issues **32**, **33**, **34**, **35** and **36**. (Also see Special Offer).

Bargain Hunters



There's giveaways galore with *YS* back issues There are 17 Smash Tapes, all with complete games on issues **1**, **17**, **22**, **24**, **25**, **29**, **30**, **31**, **34**, **35**, **36**, **37**, **38**, **39**, **40**, and **41**. Mega cool *YS* badges with issues **26** and **41**, not forgetting the fabby stickers in issues **21** and **40**! Coo!

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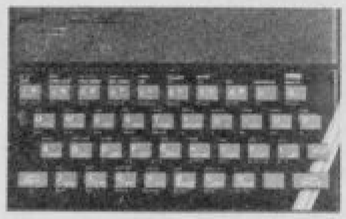
YS SECOND-HAND BUYER'S GUIDE

WOULD YOU BUY A USED SPECCY FROM THIS MAN?



Neither would we but we know a man who would! Yes, *Sean Kelly* has all the info you could possibly need if you're thinking of buying a used Speccy. Whether you're a first time buyer, upgrading to a better model or just looking for a bargain - it's all right here!

SPECTRUM 16K/48K



Year of issue: 1982
Cost new: 16K £79.99/48K £129.99
Cost second-hand: 16K don't bother, 48K Around £40.

History: Sir Clive's finest invention — a home computer that was affordable to almost anybody. It changed the face of computing as we know it and it's still one of the most popular machines today. Though Sir Clive originally intended it as more of an educational tool, it has become one of the best loved games machines on the market.

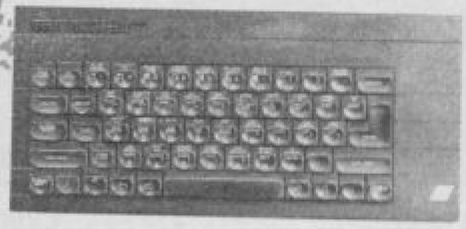
Tech Spec: Keeping the price as low as possible resulted in a non standard keyboard, a single sound channel with an extremely quiet internal speaker, a 48K memory (obviously), and the minimum interfacing requirements, these being a power supply socket, cassette input and output sockets, an aerial lead socket, and a straightforward input/output port.
The infamous rubber keyboard has been the source of billions of jokes from unsympathetic (but actually jealous) people for years. Programmed in Basic it has over a hundred commands neatly displayed on the keys (about three on each key) which makes it a pig for the professional programmer but maybe okay for a beginner. Many of the functions have to be accessed by pressing a number of buttons though, which makes it a little slow to say the least.

Essential peripherals: A cassette deck, a TV, a joystick, and a joystick interface — go for Kempston or Kempston compatible equipment.

Disadvantages: A tie — the bizarre keyboard, slightly better than a calculator, but practically useless as a keyboard. Also no reset button, which means that to reset the computer involves cutting the power, the easiest method being to pull the power lead out of the computer — hardly very sophisticated and can lead to damage.

Advantages: Amazingly cheap (why not buy three?) and extremely portable, it's the ideal machine for any complete novice in computers. Suitable for those who really want one to zap aliens. Plus there's stacks of software for it. And you can always use it as a beermat when you've finished with it.

SPECTRUM 48K+



Year of issue: 1983
Cost new: Originally £129.99, now £70
Cost second-hand: Between £45-£50

History: Though the original rubber Speccy was an innovation it did have its drawbacks, particularly the rubber keyboard and hopeless sound, so Uncle Clive produced this souped up version. All the upgrades were cosmetic however — internally it's no different to the original, it just doesn't bounce as well.

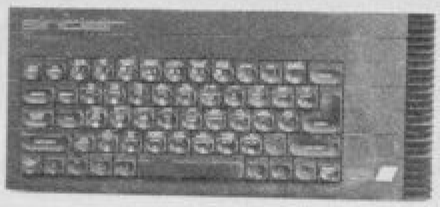
Tech Spec: With the memory, ports and interface inputs remaining the same on the + as on the 48K, the major difference between them is the keyboard, which is probably the worst 'proper' keyboard to ever grace a computer. All the keys are crammed together in one unsightly rectangle, each with a raised central pad with sharp edges. It is better than the rubber keyboard, has more keys and a better layout, and could conceivably be used for extensive keyboard use. Again cheap cost prevented a better quality keyboard.
The speaker has also been altered. It's louder than the 48K but still not loud enough, and would have been much better directed through the TV. One welcome addition was the reset button on the left-hand side, which took all the worry out of aborting non-loading attempts and reduced the risk of breaking the computer or the power socket, a common complaint with its 48K brother.

Essential peripherals: Same as for the 48K machine.

Disadvantages: Hard keys still operate over a rubber membrane making it inferior to a proper keyboard. Sound still barely audible.

Advantages: Again extremely cheap with an improved if not perfect keyboard. Less prone to breakdown due to the inclusion of a reset button. Loads of software available too!

SPECTRUM +128K



Year of issue: 1986
Cost new: £179.99

Cost second-hand: Between £70-£85

History: Sir Clive's final attempt at updating the Spectrum. The most obvious update is the increase in memory size to 128K, and the inclusion of a three channel sound chip. In theory it allows you to run larger and more sophisticated games without the drag of multi-loading. Not only that it can also produce realistic (well fairly) sound effects. In practice though very few software companies produce 128K only games, the best recent one being *Where Time Stood Still*.

Tech Spec: For the first time, the sound is put through the TV speaker and instead of the simple one channel beep, the 128's all have a three channel sound chip, capable of a much wider range of sounds.
Looking at the back of this computer, it's obvious that Clive wanted this machine to be taken seriously. A Composite/RGB Monitor port is there, enabling the Speccy to be connected to a monitor, thus enhancing the quality of the screen image no end. Unfortunately there's absolutely no difference in picture quality when it's channelled through a TV.
There's also a MIDI interface, which is the standard interface for music equipment enabling it to drive any MIDI compatible musical instrument — just about anything with a keyboard and plug. There's even an RS232 port, so you can interface with all manner of machines.
Though there was supposed to be software compatibility with 48K games, problems in hardware compatibility means that some software will not work. Not only that — if you're upgrading to a 128K machine from a 48K Speccy some of your hardware peripherals may not work and you'll need 128 specific versions.

Essential peripherals: Same as for 48K machine, though you may require 128K specific add-ons. You can use a monitor instead of the TV.

Disadvantages: The major problem with the 128 is the fact that the keyboard is the same as the Spectrum +.
The heat sink tends to get very hot and overheat — great if you want to keep warm in winter but not so hot (sorry!) if you want a reliable machine. Very few 128K games available.

Advantages: 128K of memory making it a much more powerful machine particularly for the programmer. MIDI interface enabling it to operate external musical devices. Three channel soundchip enabling the use of sound effects and music.

SPECTRUM 128K+2



Year of issue: 1986
Cost new: £200 originally, now £125-£130
Cost second-hand: Around £100

History: Though Sir Clive is a brilliant inventor his marketing skills were not quite as good. Sales fell and he decided to sell the Spectrum along with the Sinclair name to Amstrad. Alan Sugar then hit the market with an advanced 128K machine which was a bit of a let-down to many.

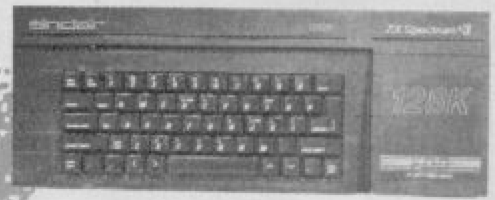
Tech Spec: The +2 is basically a Spectrum 128K with a new case and some extra ports, the major and most welcome alteration being to the keyboard. At last, after four attempts, the Spectrum got the keyboard it deserved — an honest to goodness, straightforward, non-radical keyboard.
The other major change is the built in tape deck, which means you don't have to mess about connecting a cassette player to the computer with a mass of unsightly leads. Unfortunately, there's no tape counter, so if you already have stacks of compilation tapes or multiloads with the beginning of each program painstakingly numbered, the numbers will be useless with the +2.
The Speccy +2 also comes with printer, expansion and joystick ports. But the joystick ports are only compatible with the Amstrad joystick. This incompatibility isn't a great problem since you can buy a lead to connect your favourite joystick to the +2 for about three pounds and it even comes as standard with many joysticks.

Essential peripherals: A joystick with an Amstrad compatible port, or Amstrad compatible connection lead for your joystick. A TV or monitor.

Disadvantages: No tape counter on the cassette deck, which will throw your carefully numbered compilation tapes into turmoil. No volume adjustment on tape deck means some games will not load very easily.

Advantages: Still relatively cheap but very powerful computer. Built-in cassette player and joystick port.

SPECTRUM 128K+3



Year of issue: 1987
Cost new: £250 originally, now £179
Cost second-hand: Around £150

History: The most recent Speccy to date, just coming up to its second birthday. Two years!! I can remember when you wouldn't dare miss the daily papers in case Uncle Clive had introduced an improved Speccy to replace the one he introduced a week ago. Originally £249, which put it into competition with the Atari ST rather than the other 8-bit machines. Fortunately, time has eroded the price of the +3, and bought new it should cost around £179. Included the much awaited built-in disk drive.

Tech Spec: Once again the 128 with a facelift — the same memory and keyboard as the +2, but a jolly ripping disk drive instead of a cassette deck. The ports are the same as the +2, with the addition of the self explanatory Disk B port. The advantage of using a disk drive is that loading and saving programs and data is a matter of seconds as opposed to minutes, which makes a big difference when you are using large programs like word-processors and spreadsheets. The three inch size of disk is used, which will stand up to the most rigorous use, and can carry around 700K of data.
If you want a Speccy for things like word processing, databasing and spreadsheeting, where disk drive is essential, then the +3 is probably the cheapest with an integrated drive around, and consequently a bit of a bargain.
If on the other hand you're just a straightforward alien zapper and universe saver, then the extra costs of the +3 and software on disk aren't really worth it unless you've got a lot of cash.

Essential peripherals: Same as for +2

Disadvantages: The power pack. It's absolutely huge and weighs a ton — not exactly portable. Not much specific +3 software available, especially games.

Advantages: Built-in disk drive enables you to store more programs and load and save in a fraction of the time of cassettes. Fairly cheap for what you get. Plus there's loads of 48K software available too!

WHAT'S THE BEST BUY GUV?

Which model you decide to hunt for depends upon what you want the Speccy for. Have a look at the following table to see which category you fall in, and which machine is most suitable for you:

User / Amount To Spend	£40	£45-£50	£70-£85	£100	£150
Arcade Player 	**48K.** Runs 99.9% of all games ever released. Naff keyboard irrelevant as joystick largely used for playing games. The one to go for unless you desperately want the improved sound of the +128K.	**48K+.** Slightly better sound and keyboard than 48K.	**+128K.** Larger memory, but not many 128K only games to make use of it. Still, with whizzo three channel sound this is probably the machine to go for if you can afford it. Makes playing your Speccy games a whole new sonic experience.	**+2.** Better keyboard, better sound and less spaghetti. But if your tape deck goes wrong, well that's it really.	**+3.** No exclusive +3 arcade games around, only advantage is a saving in loading time.
Adventure Player 	**48K.** Runs 95% of all adventures, but the keyboard might get a bit irritating after long usage. The one to get if you don't mind missing out on some of the spanky 128 and +3 games available.	**48K+.** Slightly better sound and keyboard than 48K.	**+128K.** Norra bad buy if you can afford it. Better keyboard then 48K, and the increased memory brings a handful more games into reach.	**+2.** Better keyboard, larger memory and less spaghetti could make your troll bashing more fun.	**+3.** A small number of fabby +3 only adventures around. But if playing a tape adventure which you've put onto disk, you won't be able to save to disk.
Hacker 	**48K.** Multiface 1 undetectable on 48K. Consequently you'll be able to hack into games which might be better protected on other machines. The one to go for unless you want the better keyboards of the others.	**48K+.** Slightly better keyboard.	**+128K.** Larger memory means you can load whole programs in and this, coupled with the better keyboard makes it a good buy.	**+2.** Easy loading, increased memory and better keyboard.	**+3.** Quick loading with disk and 128K memory.
Programmer 	**48K.** Small memory capacity and awkward keyboard. A bit of a hassle for serious programmers.	**48K+.** Small memory, fairly okay keyboard. All programming commands on keys. Probably worth the extra if you want to save your pinkies from a pasting.	**+128K.** More memory and better sound chip. Good buy for programmers if you can afford it.	**+2.** Less spaghetti, better keyboard, but if your tape deck goes wrong, that's it really.	**+3.** Quick loading, loadsa memory and luvverly keyboard. The Speccy for programmers, if you can afford it.
Business User 	**48K.** Forget it.	**48K+.** Forget it.	**+128K.** Extensive ports and more powerful memory make this a good buy.	**+2.** Keyboard's good enough for business use, and if you can't afford the extra money for the +3 and can afford the time to load and save to tape, then this is the one for you.	**+3.** The ports, keyboard and disk drive make this the best buy if you can afford it. Plug in a printer and modem and you're ready for just about anything.

GOING SHOPPING

Your Sinclair

The place to look. Check out the hardware section of *Input Output* for some real bargains and loads of choice. Unfortunately, most second hand Speccies sold here come with tape decks, and tons of software, which means a price tag of at least a hundred quid even for the 48K model. That doesn't mean that they aren't good value, especially for the beginner, as an instant collection of software should give you some idea about what type of game you enjoy. If you can't afford to spend that much then either wait till a machine comes up on its own or look elsewhere.

Mirco Computer Mart

Comes out every fortnight at 50p, and contains similar advertisements to those in *YS*, but covering every computer, and with over a hundred pages to wade through. The prices are generally extremely reasonable, and if you're lucky you can pick up a model for about £30. You are also more likely to find the odd Speccy with a printer, or disk drive thrown in too. So if you do intend to get a second-hand Speccy for intelligent use, then this is a good place to look in case you can't find what you want in *Your Sinclair*.

The Local Freesheet

Those local newspapers which clog up the letterbox late in the week all have an 'Under £50' section, which is always worth a look. People selling through these don't generally seem to be aware of the going rate in the second-hand market, and so, occasionally, the '48K, with joystick, £80' type advertisement appears. But then, if they can be ludicrously overpriced, they can also be offered at bargain prices too, and they are also local, so if your Dad's got a car... Always worth a look.

The Local Second-hand Electrical Emporium

If you're just looking for the basic boxed Speccy to get you started, and can't be bothered chasing all over the place, then this is a good place to start. If you don't know where your local one is, then let your fingers do the walking through the *Yellow Pages* first of all and give them a ring to see if they deal with second-hand Speccies, and if they have any in stock. The guide on the previous two pages will give you an idea of the prices to expect, and if they are any higher, either try to beat them down a bit, or go elsewhere.

BUYING HINTS 'N' TIPS

- If you're going to spend £40 or more on anything, then don't waste it. The first rule is DON'T BE SHY, 'cos the person selling to you isn't. If you don't ask him if the power socket is knackered, or check it, then he's not going to tell you. So, wherever you buy the lil' black box from, make sure you see it up and running before you hand over any money. The same goes when buying through a newspaper or magazine. If it's got a printer, disk drive or joystick check those out too.
- If you're a first time buyer try to borrow a friend's game, joystick and joystick interface. See it load a game and see a joystick connected and operating properly.
- Find out what the seller will do if the machine goes wrong after a couple of weeks.
- The same applies at second hand shops. Again, take a game, interface and joystick, and ask to see it loaded up, and test play the game with the joystick. Doing this has saved me at least once from buying a Speccy which wouldn't load. If you're buying from a shop, get a guarantee. Most will give a three month guarantee, which is certain to be long enough for any major problems to be detected.

IF YOU FIND A PROBLEM

Getting your machine home you discover a fault. Yikes! Don't panic! What to do really depends on where you bought it. If you bought it from a shop, then just take it back with the receipt and guarantee, and demand either a refund or a free repair.

If you bought it privately, then it's be careful time. Unless the advertisement was blatantly untrue, you have no rights under British law, which only underlines the importance of testing before buying. Still try and get a receipt for your readies though, and remember to ask the seller the vital question "What if it goes wrong in a few days?" If you get a "Not my problem, mate. Once it leaves here, that's it," type of reply, you may be better advised to take your dosh elsewhere.

So there you have it, and just remember now, don't be rash with that cash. Test before you buy to save heartache later!

Grandslam £8.95/£12.95



Dunc Blimey! It's another game with Arnie (Schwarzenegger) in it! You can't hold the muscle-bound chump down, can you (unless you anaesthetise him and attach him to five or six anvils first, that is). Anyway, it's quite a good thing that he's back (back back), cos this is, in fact, a rather spanky game.

The Running Man! There's a good chance you've seen the film (or video, which has got an advert for the game spliced on at the beginning). Unfortunately I haven't, so hang on a mo while I get Matt and Jackie to tell me the plot. Tum te tum. Really? Does he? Why did they do that? So he isn't really a baddie after all then. Oh good. Thanks chums.

Hello? Still there? Right, plot of the film (and therefore game) time.

Our 'Arn' plays Ben Richards, a futuristic cop/helicopter pilot. At the beginning of the film he disobeys orders to shoot down a bunch of innocent civilians, which unfortunately for him is turned into a 'crime against the state' rap. "It's a crime against the state, they ain't gonna ne-go-tiate, our Arnie's goin' t' do some time, he's..." *(Not that kind of rap. Ed).* Normally Arnie would be flung into jail for this misdemeanour – but not so in this even more barbaric age: there's worse punishment in store – being forced to compete in a TV game show called *The Running Man.*

Making the Japanese show *Endurance* seem like an episode of *That's My Dog*, the contestants in *The Running Man* are really up against it. The first prize is death and so is the last – there's no getting away from it. No-one gets to take home a *Blankety Blank* cheque book and pen. In fact no-one gets to go home at all! Jeepers.

The title sequence of the computer game is jolly super, mimicking that of the film, with a silhouette of Arnie running over the logo and a bit of synthesised speech followed by a sequence of Arnie travelling down a tunnel into *The Running Man* arena. This is where the TV cameras are rolling to record all the action and it's where you take control.

You've got to survive against The Stalkers, who are psychotic gladiatory type brutes sent to execute you (or Arn, the Runner) in a vile manner – and there are five horizontally left/right monochrome scrolling levels for you to get through, so let's make a start.

Run to the right – the sooner you reach the end of the level the better. An on screen bar indicates your stamina level, which to begin with (surprise surprise) is topped up to overflowing. Yikes! There's a dog after me – quick, outrun him outrun him. Oh dear, he seems to be able to trot at a pace far more brisk than me, so I'm going to have to stand and fight. Here boy. Biff! Ah, that kick to its head won't have won me any friends at the RSPCA, but at least it's sent the beast packing – oh dear, he must have got a bite in, cos my stamina level's taken a bit of a hammering. Still, if I stand stationary for a while it'll top itself back up again. That's better. Blimey there's another dog – quick, up onto that bench thing, that'll thwart it. Oh no, it's hanging around – there's nothing for it. This is from me, son of Lassie. Biff. Off he goes.

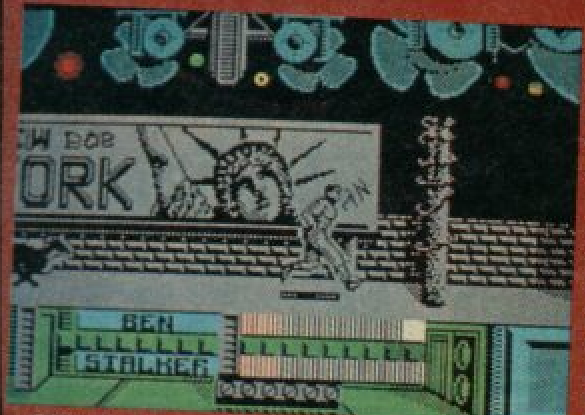
Righto, now for another bit of brisk running: pant pant pant pant, oh, there's some holes in the ground – alley oop! up and over, alley oop! and again. No problem. Hey, what's that over there? Looks like a brick... yes, it is. I think it might be wise to pick it up. Hmmmm, handy things bricks, what with their inherent solidness and 'bung-ability' – woe betide any Stalker that dares challenge me now. Yikes, there's one approaching – quick, bung the brick! Uhh? He hasn't fallen down, I'd better steam in and kick and punch the blighter – hey, what's that in the distance? Looks like an iron bar – very 'pick-up-and-usable'. I'll be bound. Crunch. Yikes, the Stalker's got me with a good one, my stamina level's plummeted. If I can just do a flying kick to his head I might be able to reach the bar *(What do you want a drink for at a time like this? Ed)* and pick it up. Whack, oh dear, the Stalker seems to have killed me.

The Running Man is an ideal scenario for a computer game, and so if well implemented would be a corker. Has it been well implemented? Indeed it has by cracky – think of an up-dated, 1989 scrolling *Saboteur* with 128K sound and you won't be far wrong. There are all the fighting moves you'd expect – kick, flying kick, duck, throw weapon, and one click to the side on your joystick makes Arnie trot, while two in quick succession make him run – which you do quite a lot, actually. At the end of every level you get sproinged onto a logic problem screen which has to be completed within a time limit: it's a sort of 2-D 'switch different pairs of icons about until the pattern on the left is the same as the pattern on the right' type of thingy. Complete it and your energy gets bunged back up to full again, fail to complete it and, erm, it doesn't.

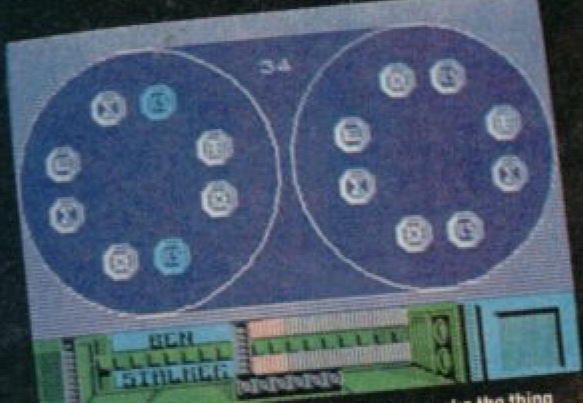
Summing up time. Erm... *The Running Man* by Grandslam. It's got nice sprites, it's got nice backgrounds, it's got nice music, it's got nice animation, it's got nice addictiveness *(eh? Ed).* All in all it's jolly super. In fact it's a bit of a corker! Buy it!



Blimey, this running lark's not so easy when you've got a vicious dog hanging off your bottom!!



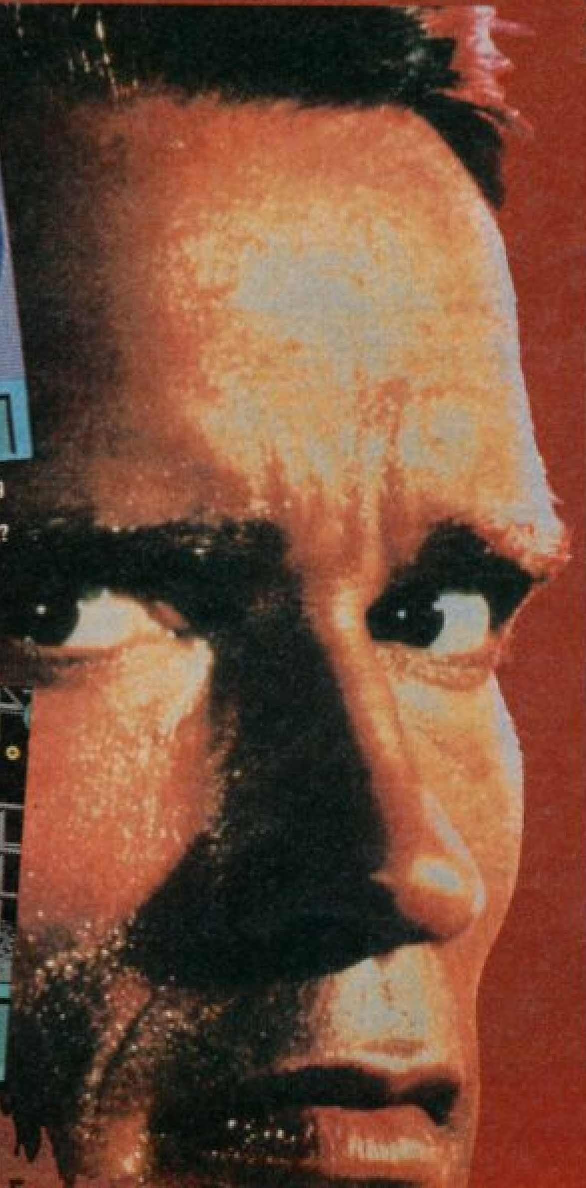
Crikey, they've changed the name of the city to New Bob York. Still, it's got a ring to it I suppose.



Hmmm. A logic problem. All I've got to do is make the thing on the left into a replica of the thing on the right. I'll just think about it for a bit. What? I've only got 34 seconds left? Yaaaarrgh!



Yikes – it's a Sally Stalker! Luckily I've picked up this shield along the way.



final

LIFE EXPECTANCY	GRAPHICS
86°	84°
INSTANT APPEAL	**ADDICTIVENESS**
88°	90°

Diagnosis

Movie licence that makes a perfect computer game. Frenetic and visually great kick and shoot 'em up with the occasional need for quick logic under pressure. Sterling stuff!

90° verdict

THE RUNNING MAN

THE REAL GHOSTBUSTERS

Activision/£8.95



Macca *Ghostbusters* was the best selling computer game of all time. It sold endlessly in disgustingly large amounts to a population gone *Ghostbusters* gaga. Now, eager to reincarnate this spooky success. Activision has tied itself up (honk) with the spin-off cartoon – *The Real Ghostbusters*, no less.

The cartoon follows the plot of the film fairly closely. The only big difference is that the four main *Ghostbuster* characters have been jazzed up with teenage appeal features, like oily quiffs and dry remarks about parents and puberty. The plain secretary in the story has suffered likewise, becoming instantly voluptuous and socially-aware. Also, that fat green "disgusting little slob" ghost from the film has somehow become an ally to the Ghostbusters, and even pops up in the game...

The game? Well, it has practically nothing to do with the cartoon. Just the odd ghost and occasional proton beam here and there make the connection. The tie-in sort of acts as a weak veneer to cover up the essential idea of the game – shoot 'em up.

You play a member (members if in two player mode) of the Ghostbuster team, isolated from your chums, trapped in an eerie landscape populated by the gooiest, ugliest and moistest creatures you've ever seen or would ever want to see. Luckily, you're armed with a gun (plus infinite ammo) and a proton particle accelerator (laser gun to you) which has a limited charge.

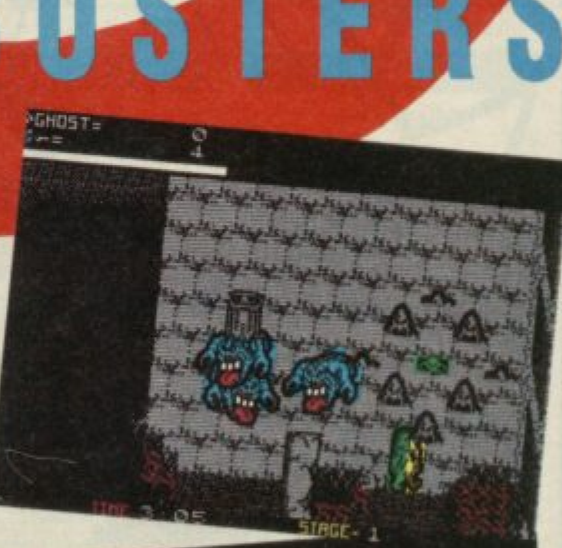
The idea is to swan about each level, gun en garde (that's French), disintegrating demons, splattering spooks, massacring monsters, frying fiends... *(That's enough alliteration Ed)*. Once shot, the creatures obligingly die, and then try to shuffle off this mortal coil in the form of ghosts. This is a cue for you to engage your proton accelerator and suck them into your backpack for the extra points.

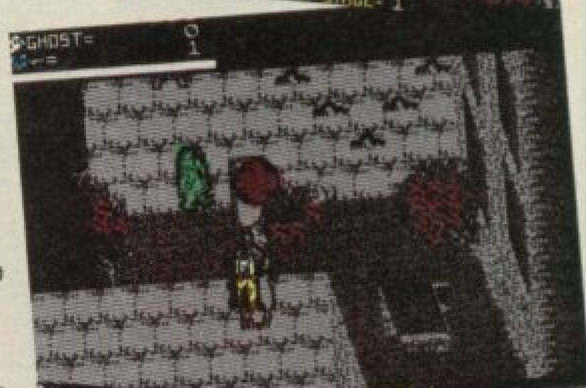
At the end of each of the ten levels is the customary huge great gibbering monster. It requires a liberal dose of lead before its mortal ticket is punched. Once expired, it leaves behind a key, which unlocks the portal to the next level to be loaded in.

Bonuses can be found along the way. These are found inside objects like oil-drums, vases and wheel-barrows. They provide you with shields, extra shot power, proton energy and – most annoyingly – the appearance of Slimer, the spud-like spectre, who circles you, killing any creatures it comes into contact with.

The game uses the same graphic system as *Karnov* with big, brassy, multi-coloured sprites which move a character block at a time. The system worked in *Karnov*, but in this game the jerky four-way scrolling and movement seem painfully noticeable. Also, only a handful of the large range of monsters are well defined and animated, the rest are just depressingly mediocre.

This game had great potential, but is marred by the poor graphics which look, feel and taste bad. There's no real incentive for extensive playing. If the two player option adds anything, the unwieldly controls take it away. And the music is AWFUL.







final

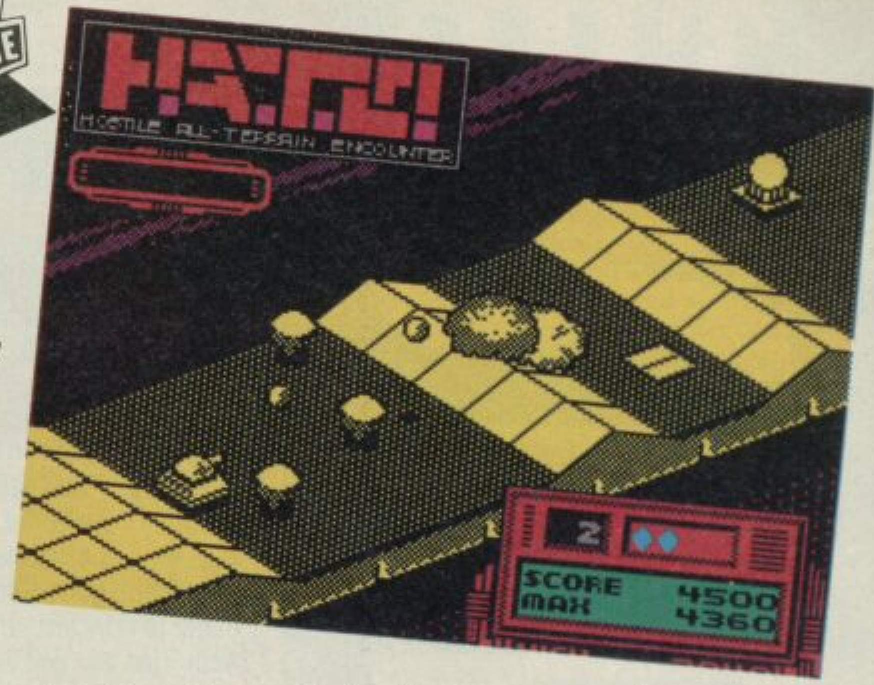
LIFE EXPECTANCY	GRAPHICS
70°	65°
INSTANT APPEAL	ADDICTIVNESS
60°	60°

Diagnosis

Poor shoot 'em up that looks good in some places but plays bad in most.

62° **verdict**





HATE

Gremlin/£7.99 cass



Sean. Recently, Gremlin has been following the 'quality rather than quantity' rule, putting a game out only occasionally, but making sure it's absolutely top hole when it's released. Does *H.A.T.E.* measure up to this rule? You bet it does, it's a real corker.

The scenario is, of course, the usual tosh, 'Galaxy in turmoil . . . lack of experienced assault personnel . . . you are needed to repel the hostile alien forces . . . Go to Stripworld . . .' you know the sort of thing. But Stripworld here is nothing like the Stripworld you know where! It's a giant runway, where potential Star Fighters must complete their training.

Training consists of travelling along strips, collecting plasma cells which will enable progression to the next level. The cells must first be exposed by blasting their protective shell, and then flown or driven over to collect them. Upon collection, the plasma cell will join the chain of cells already trailing behind your vehicle.

Each time the vehicle is hit, a plasma cell will be destroyed, or a life will be lost if none are being carried. It is important to get as many cells as possible to the end of a level, as the number carried will determine the number of lives with which the next level will be fought. If the end of a level is reached without any being carried, then it's back to the start for another go.

If the final vehicle is destroyed, you'll be moved back to the last strip you completed with lives in hand. For example, if you complete level two with three lives remaining and carrying two cells, you'll begin level three with two lives. If you then lose both lives without completing level three, you'll go back to level two, to use the three lives you had in hand for that level. All clear? Good. It's a bit confusing, but it does mean each game will last longer, and there's no reaching level nine only to have to go back to level one on losing the last man. So it's dead addictive.

The 3D strip is presented on the screen in the manner of *Alien Highway* or *Zaxxon*. It's made up of stretches of flat terrain, hills and ditches, and the occasional barrier which considerably narrows the track. The diagonal scrolling along the strip is absolutely faultless, and the speed and quality remain constant no matter how many things are on the screen.

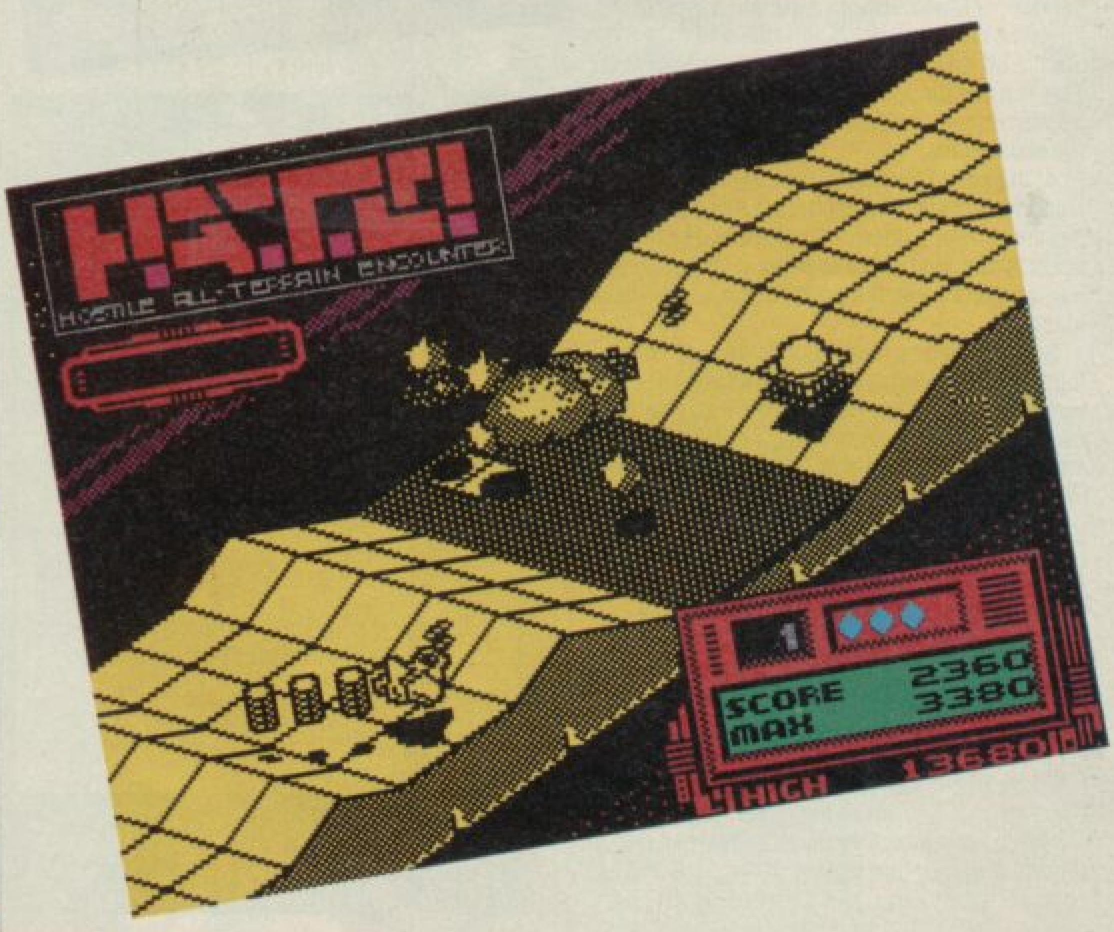
The vehicles which you command also echo *Zaxxon* and *Alien Highway*. In some of the strips you'll find yourself fighting in a tank, and in others, an aeroplane. You'll change from one machine to another each time a level is completed. The aeroplane takes to the skies to avoid enemies, (obviously) but is a lot slower and more cumbersome than the tank. The tank on the other hand is more manoeuverable, and in addition to straightforward turret firing, can also launch a steady stream of bombs in an arc – ideal for wiping hazards waiting over the next hill.

The type of fighter you're in obviously governs the way in which you'll deal with the nasties ahead of you. If squadrons of aeroplanes are on their way and you're in the plane yourself, size them up and then blast them out of the sky. If you're in the tank though, simply manoeuvre around them.

There are, of course, loads of other hazards to deal with – squadrons of flying lemons(!), various types of surface skimmers, bouncing bombs, floating mines, and worst of all, surface holes that will destroy all your carefully amassed plasma cells. Bigger and more dangerous meanies lie in wait on later levels.

The animation of the various sprites, and their interaction with the scenery, is absolutely spot on, and on a couple of occasions when first playing, I got killed whilst admiring the graphics. Yikes! Loads of attention is also paid to getting the little details right. The way the shadow of the aeroplane rises and falls over the hills and valleys is perfect.

H.A.T.E. is a brill shoot 'em up well worth anyone's best joystick juggling, and with thirty levels for only eight quid, it's excellent value for money. Go sell your granny to buy a copy.



final

LIFE EXPECTANCY	GRAPHICS
85°	88°

INSTANT APPEAL	ADDICTIVNESS
80°	90°

Diagnosis

Mega shoot 'em up from Gremlin. Nothing incredibly innovative, but what's there is excellently programmed and brilliantly executed.

90° verdict

Castle Software

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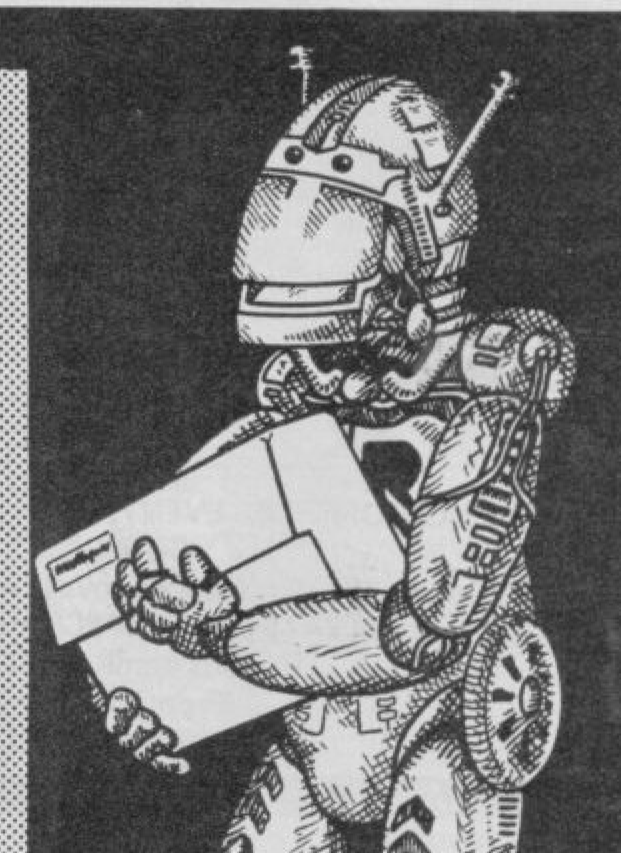
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Dear Uncool...

by Aunty Madge



"Hello loves. Loads and loads of letters this month, so let's jump straight into the mailbag..."

Dear Aunty Madge
I've got a semi-circular plastic 'crocodile skin' wallet. The problem is that every time I try to 'flash my cash' I get laughed at. What can I do to stop the sniggers?
Uncool, Bath

Dear Uncool
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Uncool, London

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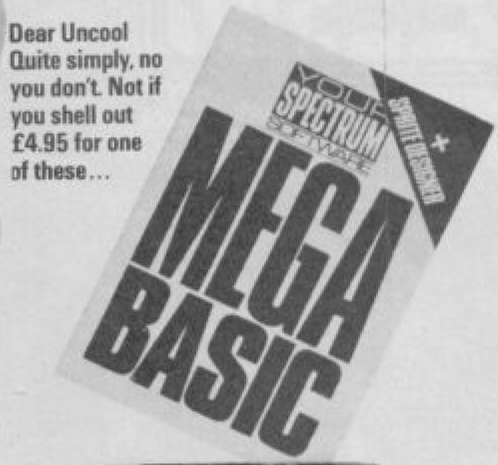
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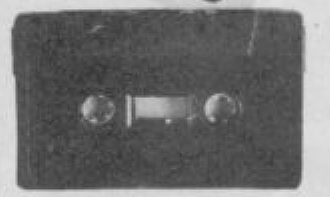


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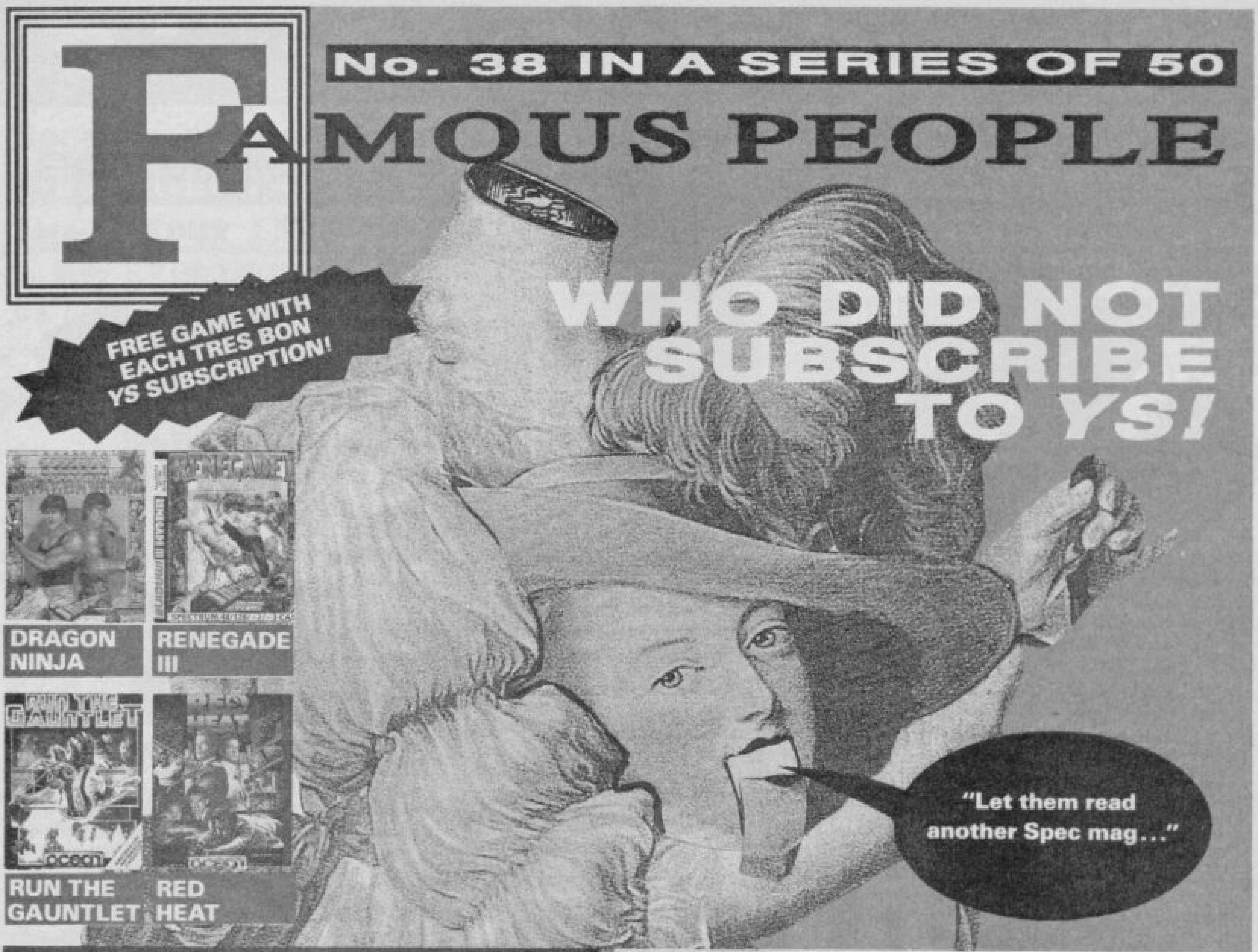
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Matt Don'tcha just love these multiload sports sims? I'm absolutely crazy about them myself. You can make a nice cup of tea between games, and perhaps a bit of toast and jam. Then it's back to being a couch potato again, and playing all these luverly sports without having to strain so much as a finger.

And what a selection of sports they are! Hurdles, cycling, archery – all indisputably played during the Summer Olympics. At least there'll be loads left for *'Summer Edition 2'!* But let's take a look at the various events in this in more detail, shall we? If they appeal to you, all's fine and dandy. Most of them are pretty respectably done, and offer a choice of practice sessions or competition. For my money though most of them are quite limited – there's not that much to do on any particular one and the multiloading makes playing the lot a pretty stilted experience.

I did like the opening sequence though, which shows you some of the people and places of Korea as a setting for the events. I learned oodles from it – I mean, who would have dreamed that the seesaw plays such an important part in Korean popular culture? That's what I call educational software!

Diving

A grey figure bounces on the board, twiddles about in the air and flops off the bottom of the screen. Sadly no splash, but next thing you see he's floating there in the water awaiting his score. What's this? Ten from one scorer, 1.7 from another? Bit fickle aren't they? For me this simulation was marred by the fact that – try as I might – I couldn't get my diver to hit his head on the springboard in true Olympic style.

Velodrome (cycling to you)

Not one of the best bits to be honest. The right of the screen shows where you are on the course, the left is split in two and shows the two racers from behind. There's no real impression of speed, and I got a bit bored of it. Time for a cup of tea I think.

Next!

Hurdles

Almost a split screen effect with the two runners on top of each other (Oo-er) and lots of waggling to be done. You can make false starts, trip over the hurdles and all sorts. Coo!

Pole Vault

There's a waggling animated running bit, then WALLOP! straight into the cross bar or, if you're skill like me, right over the top of it. Your little chappy doesn't seem to need much time to regain his composure before he's on his feet agin ('cos there's only one frame of animation between him falling and him standing up again).

Archery

Quite smart this one. You aim then fire, so it's not too tricky (a bit like the *Golden Shot* if you remember that). However, the graphics are nice and you can try and let your bolt slip early (Oo-er) and hit one of the crowd. You can't succeed mind you, but it's worth the try.

Uneven Parallel Bars

Now this is fun! It's quite fast and smooth and you can send your female sprite into all sorts of painful looking un-aerodynamic dismounts. Ouch! There's a vast(ish) range of moves you can master and points to be lost and earned for everything from 'uncharacteristic moves' to 'too few bar changes.' Bonza!

Rings

Another funny. Nicely animated and you can do some hilarious falls, but ever so limited, and what, oh what are those funny flower things in the background? The public should be told!

Hammer Throw

The hammer rope wrapping around your neck and stars spinning 'round your head if you fail to let go in time? Come on, we're being just a teensy bit silly now, aren't we programmers? Still, it looks and plays quite nicely, and is the sort of field event I expected to see more of.

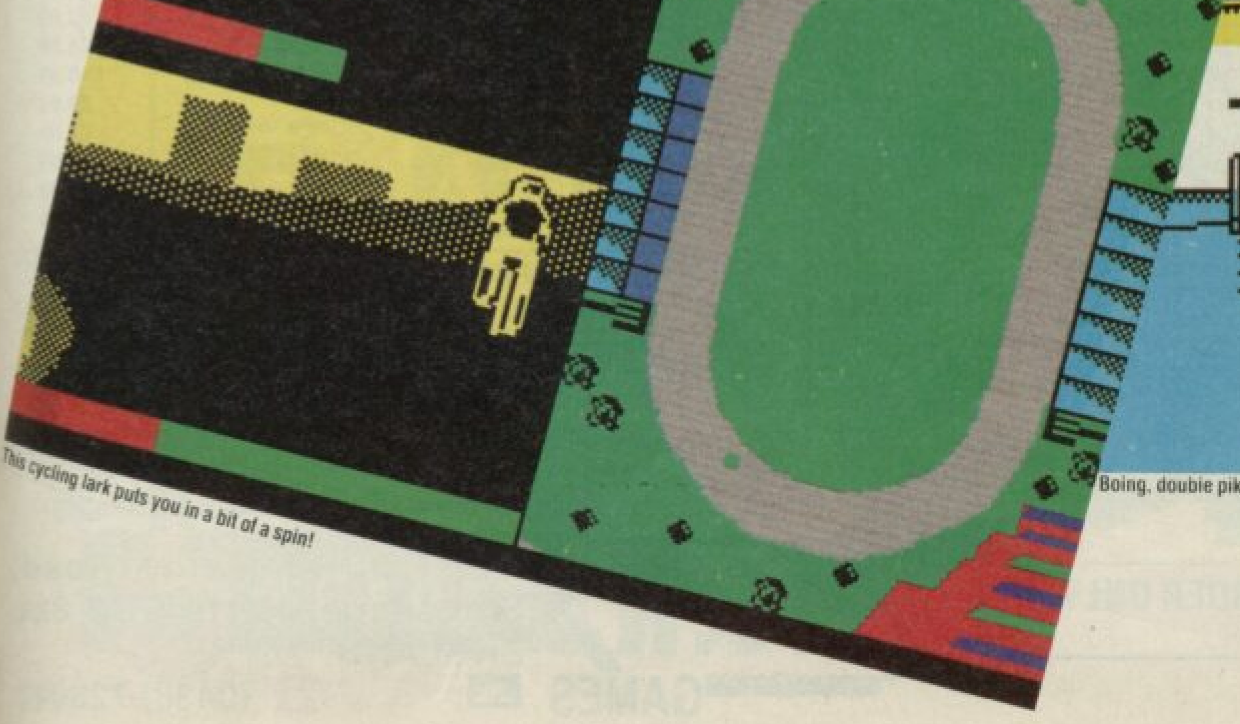
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LIFE EXPECTANCY	GRAPHICS
72°	74°
INSTANT APPEAL	**ADDICTIVNESS**
67°	69°

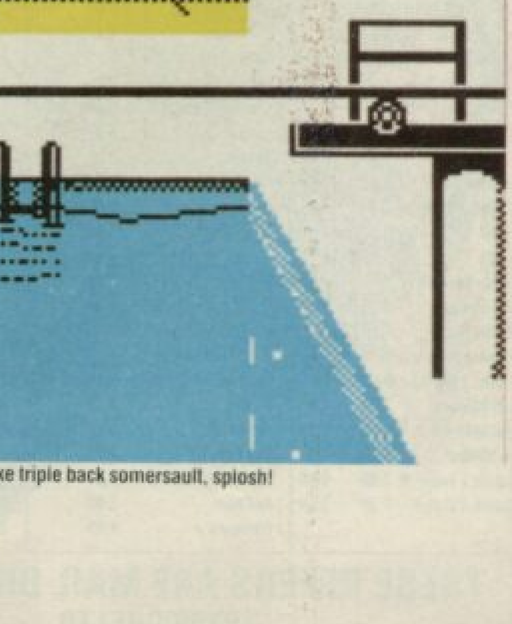
Diagnosis

Professional, but not spectacular sports sim.

71° verdict



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VINDICATORS

Tengen (Domark)/£9.99 cass/ £14.99 disk



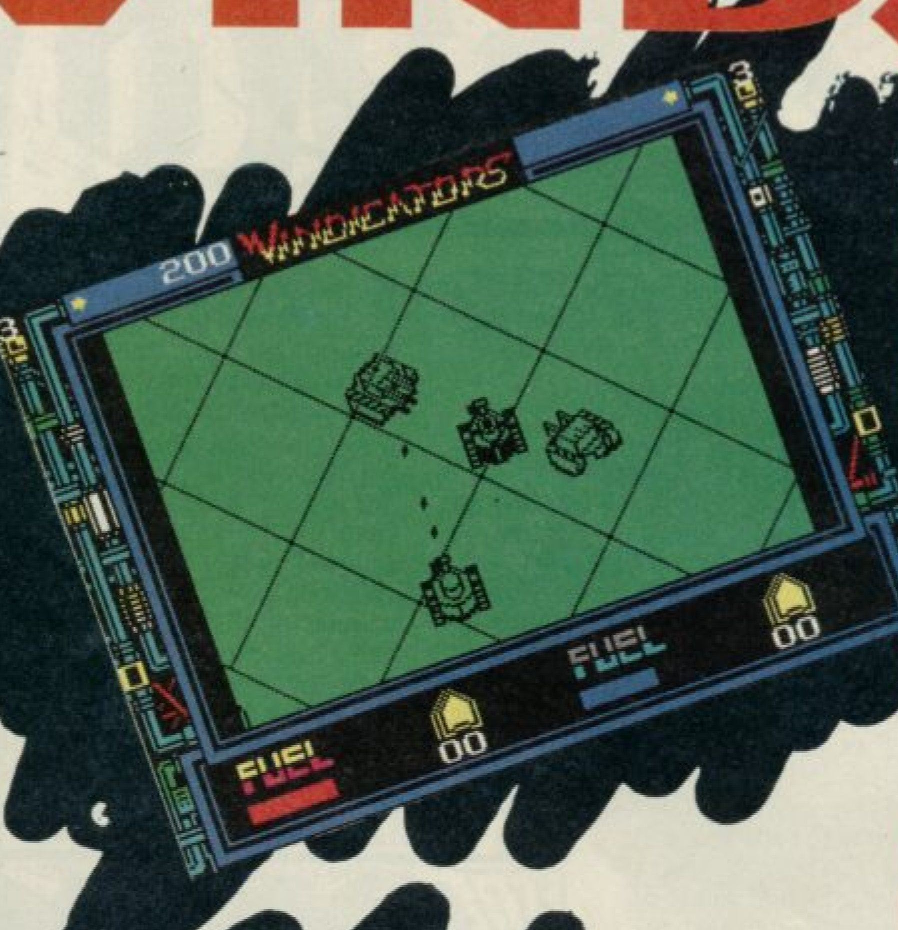
Marcus What? By who? No, it's not *Vindicator*, its *Vindicators* (lots of 'em), and this little title has nothing – nowt, nil, not a jot, zilcho – to do with Ocean's fabby title of last winter. Tengen, meanwhile, is the coin-op label – Atari by any other name – whose games are to be brought to the Spec by none other than Domark.

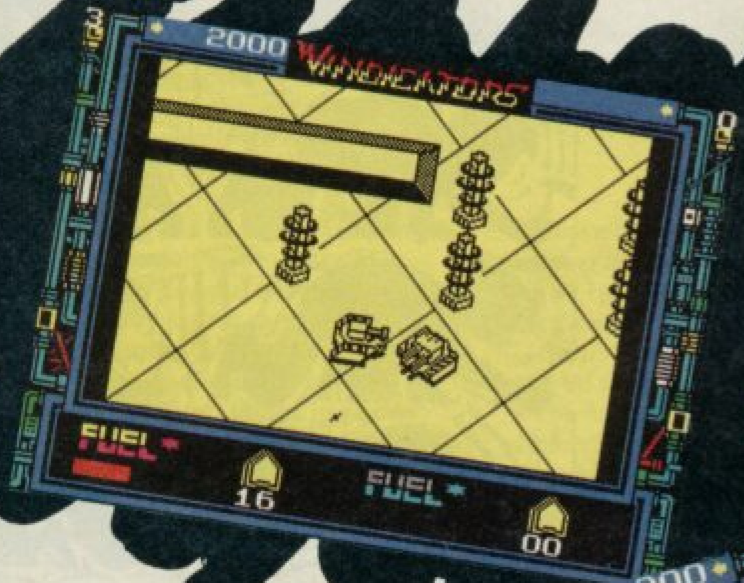
Confused? Yup, me too, but when you load this up, all it really boils down to is a rather dull tank battle game of a sort that we've seen four billion times before. It's a monochrome shoot 'em up (level one: green) in which you manoeuvre your tank about a vaguely futuristic scene (also green) and shoot any tanks that happen to come into range. Initially this looks terribly easy, as all the opposing tanks move very slowly. Unfortunately, your tank also moves very slowly, as this is a very slow game. By the time you've changed direction to face him, the other geezer has probably hit you a few times – irritating. But pleasingly you only have to hit him three times or so in order to kill him, while you can withstand anything up to about 20 hits, as far as I can see.

The idea, as you move through three increasingly difficult levels (you can start on whichever one you wish) is to pick up the usual useful things lying around, to whit, fuel canisters (your tank uses about as much fuel as a 747) and battle stars, which, as you collect them, let you soup up your tank with loads of optional extras. There's increased shot range, increased shot power, increased shot speed, spankier shields, bombs and so on. What you really need, though, is an optional extra that gives you a faster, more interesting game – sadly, nothing so helpful is provided.

So once again the old coin-op problem has reared its ugly mush. On a coin-op *Vindicators* looks better and plays faster, but deprived of the 16-bitness of its speed and graphics we quickly discover that there's nothing much else there. There's no challenge, nothing to make you want to have just one more go, nothing except a drab, utterly mundane game that wouldn't make a splash if you dropped it in a pond. Which, to be honest, seems the best thing to do with it. (Tiny, non-splash-like sound.)

There – what did I tell you?







final

LIFE EXPECTANCY	GRAPHICS
26°	35°

INSTANT APPEAL	ADDICTIVNESS
43°	32°

Diagnosis

Oh dear. Oh dear oh dear oh dear oh dear. In fact let's make that six. Oh dear.

38° verdict

Reviews

YS Adventu

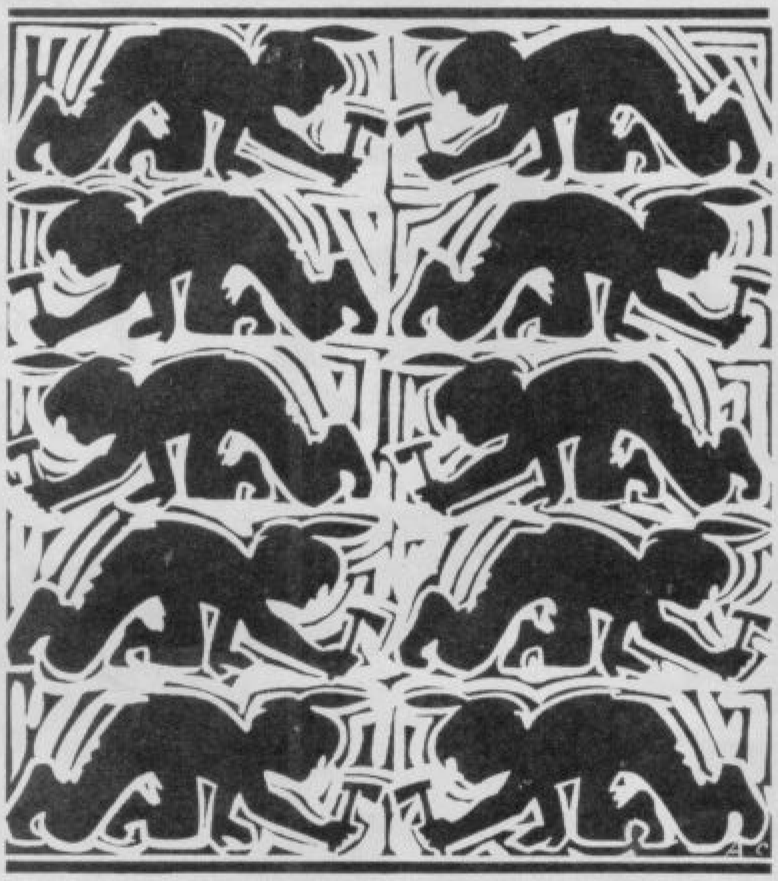
Calling **Leon Wupas** and **Ken Marows**. Are you receiving me? Are you out there? Waits for a reply... Nope, not a sausage. Hardly surprising as although lots of our readers have silly names, they're not quite that silly. Leon Wupas and Ken Marows are in fact anagrams to be found in *Vindicator*, but what are they anagrams of? If you know, contact **Lynnsey** and **Karen Wilson**, alias **Lynz** and **Kaz**, at 9 Henley Grove, West Bowling, Bradford BD5 8EX. They also want help on *Popeye*. "How can Popeye get on to the spaceship thingy?" Those are their very words, and please do your best to help as they say Dad Wilson has promised to go halves on a *YS* subscription if we can come up with the answers. Go to it!

Next request is for *Ten Little Indians* — and a jiffy bag big enough to put them in. This one's from **Alan Biggs**, Lesmurrene, Dark Lane, Swindon Village, Nr Cheltenham, Glos. GL51 9RW. Alan's daughter bought a copy of *Ten Little Indians* at the knock-down price of £1.50 from the local W.H. Smith, the price being low 'cos it didn't have an inlay with it. When Daughter of Biggs got it home she found it wouldn't load on her Spectrum... nor on a friend's Amstrad, BBC, Commodore or even a Dragon! The shop wouldn't give her a refund, the rotters, so Alan wonders if some kind *YS* reader can come to the rescue and let him have a Spectrum version of the game, if they've finished with it, or given up on it in despair. That way his daughter won't have wasted her hard-earned £1.50.

Keith Taylor from Grimsby begins his letter by saying that "I'm not a lover of adventure games," which is a great way to get on my good side! But he does actually read the adventure section, so maybe he's not such a bad chap after all. He saw me mention that I was having trouble loading from tape on my +3, and as loading and saving reliably is obviously very important to us adventurers, Keith was good enough to send a 50 uf capacitor across the load jack plug, soldering it to the jack plug tags and insulating with P.V.C. tape.

He also says that to improve the Save signal from the +3, use "the audio output and common from the RGB socket at the rear of the machine. You need a suitable DIN plug. 3,5,7 or 8 pin will do. Use pins No 2 for ground, and No 3 for audio out. Connect with twin flex to a standard 3.5mm jack plug. See page 316 of +3 handbook if in doubt." And don't forget to ask an adult to help you, kiddies, while adults who don't understand all this gubbins can probably find a kiddie to explain it all to them.

On to the real adventuring stuff now, and a letter from **Stuart Williams** of Ripley, firstly about *Rigel's Revenge*. How to get through suburbia safely? NUG EHT YRRAC. And how to get past the robo-tank? SSARG NO ENOB PORD. When REKATERAC EHT chases SGOD EHT away you can then SSARG EHT NO KLAW. Stuart also asks for a few clues to get him started on a game called *Realm*, which I was unable to help with. If anyone can, write to 70 Linden Way, Sendmarsh, Ripley, Surrey.



Not sure of this next name, but it looks like **S Frooo**, 96 Donaldson Rd, Larkhall, Lanarkshire ML9 2SS. For help on *Golden Eggcup*, send me an sae for a help-sheet, and for help on *Arkham Manor* you'll have to tell me how far you've got. That also applies to anyone writing in. Always include the stamped addressed envelope so that I can write back, and don't just ask for 'any help at all' without telling me where you've got to, what you're trying to do, or something along those lines. Sorry to repeat this for regular readers, who must get bored with it, but it does need emphasising from time to time.

R. Buchanan of Bromley asks what to do if any of the discounted adventures, that were on offer in the Christmas issue, don't load. The answer is to return them to the software house concerned and they'll be replaced. Very few problems have been reported on the loading side, apart from a few readers with +2's where refunds had to be made, and the general verdict on the special offers is 'More please!' So you'll be pleased to know that I'm already preparing the next batch of goodies, and trying to add a few new names and exclusive offers to the established favourites. Watch out for the next couple of issues!

A trillion thanks to **Jim Magee** of Glasgow for sending me in some more of his inimitable solutions, which are always models of clarity and much appreciated. In return all I have to do is answer some of Jim's questions — what a pity I don't have his own solutions to turn to on these games! In *Bulbo And The Lizard King*, to get past the Guardian you need some magic, which is found SEVAC S'TIMREH EHT NI. You must examine each location till you find the one with SEIDOOG FO LLUF SEVLEHS and then you wait OUY HTIW SI FLE EHT NEHW. In *Cuddles*, to help Santa you should HGIELS OT TEKCOR HCATTA and then ELDNAC HTIW THGIL, And what does the dwarf need? ELOH A.

Some questions now from **Sean Dixon** of Sunniside on that golden oldie, *Golden Apple*. To get rid of the shadow in the cave, SPMAL FFO NRUT. To get the emeralds, ESAC KAERB OT GNIS. To open the box in the black room you need a key which you should find very early on in the game if you SREWOLF LLEMS. What is the panel for in the blue room, LENAP EDILS.

Gary Williams from Hitchin asks some no-nonsense questions on *The Hobbit*, so here are some no-nonsense answers. To escape from the Elvenking's Dungeon first you TIAW, then you GNIR RAEW and then you ROOD SNEPO RELTUB NEHW EVAEL. At the black running river, TUO BMILC/TAOB OTNI BMILC/LLUP/SSORCA EPOR WORHT. To deal with the spiders, DROWS HTIW BEW HSAMS.

Loadsaquestions from **Lorraine Shaw** of Coventry. Where's the daughter's present in *White Door?* CITTA EHT NI KNURT EHT NI. What's the command for making the moonbuggy in *Yellow*

Door? YGGUBNOOM ELBMESSA. In *Green Door*, to get the hat you should HCTIW OT LRAEP EVIG and to get the pepper mill, SDUPS EHT LEEP.

Ken Green has had a bit of bad luck with his copy of *Kwah*, which has been chewed up by his tape recorder. My first bit of advice is to clean your tape heads regularly, as that helps prevent messy snarl-ups, and also never be lazy and leave the play button down when the tape has reached the end. Always switch off, otherwise you can stretch the tape and it also results in that horrible brown spaghetti we know so well. Meanwhile, given that this advice is a bit late to help Ken, can anyone let him have their copy of the game if they've finished with it, as it's a bit hard to find in the shops? Contact him at 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ.

Back to *Rigel's Revenge* — is there no escape from this one — with a question I don't think I've covered before, from **David Kenyon** of Stockport. How to get past the checkpoint? First you must have the rifle and the Rigellian uniform. Then wait to one side of the service road till NOOTALP A RAEH OUY. Then wait till it's level with you (SPETSTOOF FO DNUOS EHT RAEH OUY) and then move east or west as appropriate and NOOTALP EHT WOLLOF. And don't forget to leave them as soon as you're through!

William Snowden from Mobberley is still *Jinxter*'d, though well on the way to solving it, and in the meantime he passes some tips on the treasures he's found to other readers. A ruby: ELTTOB ENIW DER NI. An ivory rhino: ELPMET NI SRIATSPU. An incense burner: ELPMET NI RATLA NO. A silver plectrum: ETUL EHT NO. A designer dress: MOORDEB ERAPS NI EBORDRAW NI. To get the platinum brooch you must take the statue in the temple, but before you do this you must be sure to LLAFRETAW EHT TA REDDAL EPOR EITNU.

Having nightmares in *Knightmare*, that's **Andrew Smith**, 19 Forvie Terrace, Bridge of Don, Aberdeen AB2 8TH. Despite being known as 'The Prof', Andrew can't get out of the first two rooms in *Knightmare*, not that I'm much better as I've lost the info I had on this game. If you can help, write to Andrew.

Denis Reily ticks me off for spelling his name wrongly, and to help me remember that he's a Denis with one 'n' he points out that he's named after St Denis, patron saint of France, who achieved fame the hard way when, being beheaded in 275 AD, he picked up his head and walked two leagues. Blimey. But what I want to know is how he could see his head to pick it up in the first place? (Answers on a postcard please . . .)

ILLUSTRATION BY ANTHONY COLBERT

news

Venture forth with Mike Gerrard



All the news this month is of people doing-it-themselves, which is what I like to see. This is an increasingly important part of Spectrum adventuring, so do support these ventures if you can.

In the March issue I mentioned that Jon Rose was trying to get a 128K tape magazine off the ground, and Jon tells me he was inundated with letters from *YS* readers from as far afield as Iceland. The result is that the magazine, called *Enigma*, is now up and running and a healthy Spectrum 128 Users Group is on the cards.

I was very impressed with the first issue of *Enigma*, which filled up a chunk of a C-90 tape and was full of news, tips and reviews. It's a joint Anglo-Scottish production put together by a team of thousands. Well, quite a lot, anyway, including a certain Hamish Rust. What is good with *Enigma*'s reviews is the incorporation of screen shots, so you can see exactly what the games will look like on your TV or monitor if you go out and buy them. There was a lack of adventure reviews in the first issue, but Jon promises that will change. This could also be an opportunity for any of you 128K adventurers out there who would like to burst into print — well, onto tape, at least. Jon wants the readership to join in the production of the magazine, and hopes in future issues to include competitions, interviews and other stuff.

To get hold of a copy send £1.99, which includes postage, or send £1.50 with your own blank tape to Jon Rose, 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ.

Also in the March issue I mentioned a new adventure fanzine called *The Forge*, which was just a twinkle in editor Shaun Allaton's eyes at the time, but now the first issue is ready to hit the streets (thwack!) and will be available by the time you read this. Shaun tells me that for the budding adventure writers there will be regular contributions from Matthew Conway (who?) on *GAC*, but *PAWS* will be well catered for too.

The first issue will include a section on doors (!), multi-part adventures on *PAWS*, how to implement high-level commands like OOPS, LAST and AGAIN, and the use of transport such as cabs, cars and buses. For those who only play adventures there'll be a review of 1988's releases (the best and the worst) and the Goblin's Dungeon, which will be an A-Z of clues but the first issue only gets as far as the letter D!

Send an sae for more information and price details to Shaun Allaton, 61 Goldcrest Road, Ipswich, Suffolk IP2 0SF.

Conrad Callan lives in Ireland and bemoans the fact that there are very few computer clubs over there. But instead of just sitting round bemoaning, Conrad's decided to set up his own club, and the great thing about organising your own club is that you decide what it'll be like! Conrad's been writing an adventure on Gilsoft's *PAWs*, which is almost finished, and so he wants to set up a club/user group for *PAWs* users in both the north and south of Ireland.

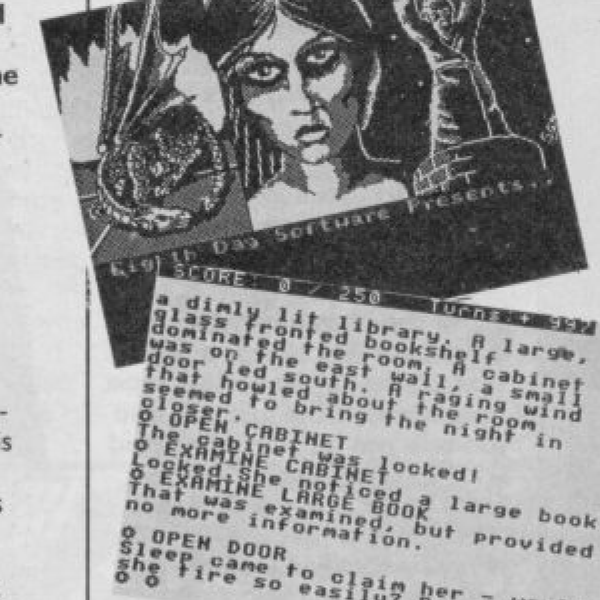
The form that the group will take depends on the level of response, and so if there are several people in one locality it should be possible to set up meetings, or if users are more spread out then a newsletter. Conrad points out that he has not only been using the Spectrum version of *PAWs* to write his own adventure, he has also just bought the CP/M version to convert the game to the Amstrad PCW which he also has, lucky chap. So the club will be for all machines — and interest in *PAWs* is all that's needed. If you're at all (at all) interested, write to Conrad Callan, 5 Glenpark Drive, Palmerstown, Dublin 20, Eire.

● News of a new monthly fanzine for Speccy owners. This one's called *Prizm*, and costs 40p including postage for what seems to be a nicely-produced number judging by the sample pages I've been sent. They were sent to me by the adventure writer, Darren Andrews, who says his section will be devoted to adventure news and reviews. A copy of the first issue will be available by the time this issue of *YS* is out, so to see what it's like send the massive amount of 40p to *Prizm*'s editor, Giles Freeman, 9 Beacon Hill, Maldon, Essex CM9 6HR.

● **A few months back Mike Brailsford wrote to me and asked why on earth someone didn't revive the excellent adventure fanzine, *Soothsayer*? Now he's written to say that he's decided to get up off his backside and do it himself, though the name has been changed to *Spellbreaker*. It will cost £1.25 per issue, or four months for a fiver (what, no discount?), and the first 24 people to subscribe for four months will get a free Zenobi adventure, courtesy of John Wilson. Nice to see someone already putting their support behind it.**

Lined up for the first issue are solutions to *Knight Orc*, *Borderzone*, *Lifeboat*, *Frankenstein*, *Blizzard Pass* and *Labours Of Hercules*, with adverts from Jack Lockerby, Linda Wright, John Wilson, Tom Frost, Eric Stewart, Alex Aird and Mike Brailsford's local shop! All cheques and postal orders should be made payable to Mike Brailsford and sent to 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX.

THE WEAVER OF HER DREAMS



Sometimes the right adventure comes along at the right time, just when your spirits are flagging. After looking at two or three humdrum games in a row, and stuffing them back in their jiffy bags, I brightened up a bit when I saw this new release from Eighth Day Software. Full credit to Mike White, the one-man band behind Eighth Day, who's really back on top form.

The Weaver Of Her Dreams is a strange and original game, which also harks back to the early days of adventuring, with well-written text and ingenious problems. The loading screen starts to cast the first spell, an enigmatic black and white effort. In fact casting spells is what the game's all about, as there are comparatively few objects lying around, but plenty of magic.

A thorough search of the opening location will allow you to escape — though not through the door, as that only leads to the game's ending, and you don't want that yet. No, you escape into the imagination — or do you? That's part of the game's charm, it's up to you to decide what's going on.

Soon you are at the base of a small rise overlooking an encamped army, and an old man tells you that you must defeat the enemy, whose magical power is locked in the tower you see rising above you. You are now clad in a cloak with a hood, and have a wooden staff. As you try to enter the tower, flames engulf you and soon lead to your death. Thank goodness for the RAM SAVE.

Deal with the flames and you find yourself in a large cavern inside the tower's entrance. Examine the archway above you (and in the game you must SEARCH and EXAMINE everything in sight) and you see a red circle — and discover you now have the CRIZP spell in your possession. Cast this and a thunderbolt strikes. Then there's the HYDRO spell, that causes a cloud to appear and fill the air with rain. Go up from the ball of flame rolling down the wide stone ramp at you, like something out of *Indiana Jones*. Go down from the cavern onto the stone path and a fist emerges from under your feet, like the scene at the end of *Carrie*. Something tells me this ain't gonna be no picnic!

The text in this text-only game is mostly very well done indeed, and there aren't many adventures which send me scurrying to the dictionary because they've used a word I don't recognise. This one did, though, the word being DEFELATION. The trouble is, when I'd scurried to the dictionary I was no wiser because not even the Oxford English Dictionary had heard of it! Elsewhere there's another description where no holes are barred. "She stood in a tunnel-shaped opening that led into a massive cavern below. A vast chasm split the rock from where boiling ghouts of hissing lava broiled high into the air. A path led down to the inferno and another up to a cooler passage."

This is the stuff, this is what we adventurers want! But hang on a tic. Ghouts? What the flip is a ghout? Back to the OED — nope, they've never heard of that one either!

The game plays well too. In addition to the spells, clever problems and the large network of locations, there are rings to wear, magic words to utter, pits to avoid, gargoyles, talking doors, fire giants, dragons, djinns, bridges, necromancers and caves full of eyes.

The Weaver Of Her Dreams might seem pricey but it does come with a small booklet and not a penny of the purchase price is wasted, believe me. If it wasn't for a few spelling mistakes (chimmney/chimney and draw/drawer) the game might have edged into the megagame bracket. As it is, it's merely brilliant. Buy it at once, or I shall come round and CAST CRIZP on your nether regions. That'll bring the tears to your eyes!

Graphics
Text
Value for Money
Personal Rating

8

Title .... *The Weaver Of Her Dreams*
Publisher .... Eighth Day Software
18 Flaxhill, Moreton, Wirral,
Merseyside L46 7UH
Price.................................... £3.99

YS COMPLETE SOLUTION

At Last It's Rigel!

Yes, at long last, folks, it's the complete solution to that riddle-raisin' rascal, *Rigel's Revenge,* the game that's caused the biggest bulge in my mailbag (Oo-er) since Bilbo Baggins got locked in the Goblins' Dungeon. Now, thanks to ace adventure solver Jim Magee of Glasgow, with a few additions from John Wilson, myself and Smart Egg Software, here's a complete A-Z rundown of the game.

Don't forget that reading a *YS* solution can seriously damage your adventure playing, so don't read on unless you really want to know the answers — but Jim's alphabetical approach tries to make sure you only need see the bits you really want to see. Take it away, Jimbo...



A

ANDROID At the bridge. SHAKE CAN and SPRAY CAN to get rid of it, and READ NUMBER on its chest.

APPARATUS In hut. EXAMINE APPARATUS/EXAMINE INSTRUCTIONS.

AUTOMATIC WEAPONS Can do nothing but try to avoid them.

B

BARRICADE (1) At jewellery centre. EAST gets you past.

BARRICADE (2) West of crossroads. Avoid it.

BARS In flat. PULL BAR HARD/PRESS RED BUTTON/BEND BAR. Throw everything including clothes and medikit through window (THROW XXXX THROUGH WINDOW), then NORTH and you're in the alley.

BED LOOK UNDER BED/MOVE BED/MOVE BED.

BENCH In plaza, see 'can'.

BODY Elliott's body at start of game. EXAMINE BODY/GET SATCHEL.

BOMB In crater after robocopter attack. Threatens to explode several times, finally does so at start of part two. Frightens soldiers away from hut in part one.

BONE In desert. THROW BONE to small dog and dog pack then chases it and you into park near robotank.

BRIDGE In part two. See Android for how to get on. INSERT CARD to get through gate into compound. Ditto to get back out.

BUNGALOW CLIMB LAMP to find it then keep going EAST. See also under light, porch and uniform.

C

CAMP Rebel camp in part two. If you go in, your face and uniform number don't match: The End.

CAN Can of spray paint. LOOK UNDER BENCH in plaza. Use on android.

CANAL Poisoned, full of dead fish, so avoid it. If you JUMP CANAL: The End.

CARD See 'identicard'.

CARETAKER Robot, won't let you on grass in park till distracted by the dogs.

CASE EXAMINE DUSTBINS at warehouse gates to find it, then OPEN CASE to find dinghy and flare.

CELLS In building near end of game. Can't open doors so IN to get back into duct.

CHECK POINT To get past requires rifle and Rigellian uniform, and you must be right behind the platoon.

COPSE DIG to find light guide which Elliott told you about.

CRATER Only appears after robocopter has attacked. See entry for 'Bomb', UP twice to get out.

CUBE See 'Disarming device'.

CUPBOARD In tank, shaken open by robocopter's attack.



D

DESERT Behind hotel. Make one move only from 'west of town perimeter' to find bone, then FOLLOW TRACKS to get back.

DETECTOR In cupboard in tank. TURN DIAL: off-bomb-mine. Must WEAR HEADPHONES and set dial to 'mine' to cross no-man's-land and reach the hut. Directions should be E/S/E/SE/E/S/E/SE/E.

DINGHY Red herring.

DIPSWITCHES On cube. Paper from soldier has number '13' on it, which in binary is '1101', so set switches 1, 3 and 4 (which is only correct if you read it backwards. Slight mistake?)

DISARMING DEVICE In shaft LOOK OPENING, FIRE GUN AT SOLDIER. Drop all objects except light guide, PUSH MESH, CRAWL NORTH, EXAMINE SOLDIER, EXAMINE PAPER, EXAMINE CUBE, OPEN PANEL, EXAMINE PANEL, CONNECT GUIDE TO PANEL, PRESS EXECUTE, PRESS ONE, PRESS THREE, PRESS FOUR, PRESS EXECUTE, WAIT (till sphere is removed automatically), GET SPHERE, IN. You can now put the sphere in the satchel and go via the sewer till you get out and end the game.

DOCUMENTS EXAMINE SEATS in vehicle to find them. READ DOCUMENTS and identicard falls out.

DOG, SMALL See entries for 'bone' and 'caretaker'.
DOG PACK See 'bone' and 'caretaker'. Move or it kills you.
DOMINATOR See 'tank'.
DOOR (1) In hotel, EXAMINE DOOR to reveal wire. UNITE WIRE to OPEN DOOR safely. OPEN DOOR again to leave room.
DOOR (2) At east end of alley. OPEN DOOR puts you back in jewellery centre.
DUCT Ventilation duct in building. See 'grille' to get in. Must CRAWL in whichever direction inside duct.
DUSTBINS See 'case'.

E

ELLIOTT Dies at start but gives some directions and tells you where the light guide is so note what he says. See 'satchel'.
ENERGY When your energy is low you will die unless you PRESS GREEN BUTTON on medikit. You also need to do this to be sure of crossing gap in walkway.

F

FLARE In case, used to destroy monster.
FLAT To escape, see 'bars'.

G

GAP In walkway. JUMP GAP (but see 'energy' first).
GAS (1) In part one, east from the pedestrian walkway or west from the north end of the plaza puts you into the gas and you're dead.
GAS (2) In part two, once you've gone down the ladder into the sewers you are gassed if you go back up.
GATE On bridge in part two. See 'android' and 'identicard'.
GOGGLES Must WEAR GOGGLES for much of part one and in sewers in part two. Clue is on loading screen, GET GOGGLES to start. If it gets too bright, REMOVE GOGGLES.
GRILLE EXAMINE IVY to find it. UNSCREW GRILLE with screwdriver, then IN to get to ventilation duct.
GUIDE See 'light guide'.
GUARDS At first mesh in duct LOOK THROUGH OPENING to find that it's a guard room, so go on past.
GUN See 'bed' to find it. To charge it, use apparatus in hut: INSERT GUN, PULL LEVER, GET GUN. Use the gun near the end to FIRE GUN AT SOLDIER in the laboratory. Also carry gun in suburbia in part one to avoid being mugged.



H

HATCH In tank. EXAMINE PANEL to find switch, PRESS SWITCH to open or close hatch. You must find the switch before the robocopter appears as there's not enough time to examine the panel *and* press the switch.
HUT At end of part one and start of part two. To reach it you must cross no-man's-land at end of part one (see 'detector'). Must be wearing Rigellian uniform or soldiers shoot you, and also be carrying bomb. INTRODUCE BOMB when it asks you to. To get into hut in part two, GET BOMB at once, drop it outside the hut then go one move away. It explodes and blows the door off. Only important thing in hut is apparatus on wall.

IJ

IDENTICARD See 'documents' to find it, see 'bridge' to use it.
INSTRUCTIONS EXAMINE them to learn how to charge gun.
IVY EXAMINE IVY to find grille, but cannot be climbed.
JETCYCLE Red herring.

L

LABORATORY At end of duct. This is where cube is. LOOK THROUGH OPENING to see soldier, then FIRE GUN AT SOLDIER, PUSH MESH, NORTH. Time is short once you're in. Also see entry for 'sphere'.
LADDER From generator room to sewer. Once down, don't go back up. See 'trapdoor' and 'gas (2)'.
LAMPS Street lamps in part one. CLIMB LAMP for clue to bungalow.
LEVER Part of apparatus in hut. See 'gun'.
LIGHT On bungalow porch. Must be put out before you try to GET UNIFORM. To do this, THROW XXXX AT LIGHT, where XXXX is an object you don't need, e.g. the rubble. You must examine the pile of uniforms first — time is very tight here.
LIGHT GUIDE See 'Elliott' and 'copse' to get it. Has two buttons: Memory and Execute, PRESS MEMORY for more instructions. See also entry for 'cube'.

M

MEDIKIT EXAMINE SINK in flat to find it. Has red and green buttons. Red button only works once as a stimulant, green works several times to restore your energy. It won't work if you don't need it. See 'bars' and 'gap' in particular.
MESH Openings in duct are covered. PUSH MESH to move it. You can GET MESH but serves no purpose.
MINE DETECTOR See 'detector'.
MINE FIELD See 'detector'. Anything dropped here lands on a mine and it explodes. Locations form a grid two wide and three deep. All diagonals and boundary locations are recursive. East in two locations leads to middle left-hand location. Exit is on bottom right-hand side.
MONSTER In sewer, PULL RIPCORD on flare to destroy it.

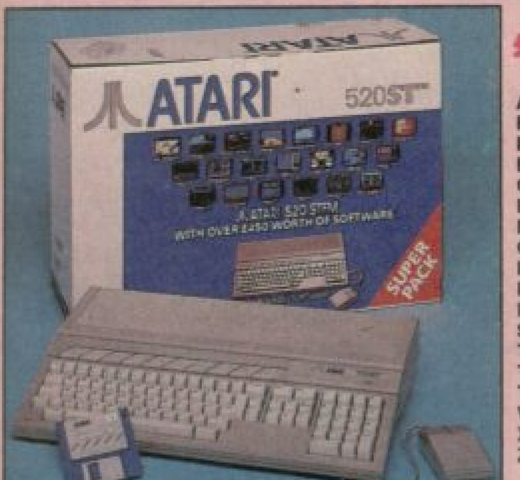
N

NET No escape: restart.
NIGHT-SIGHT See 'goggles'.
NO-MAN'S-LAND WEAR UNIFORM and EXAMINE SIGN to learn of mine field. Set detector to 'mine' and WEAR HEADPHONES. See 'detector'.

P

PACK OF DOGS See 'dog pack'.
PAINT See 'can'.
PANEL (1) In tank, see 'hatch'.

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PANEL (2) On cube, see 'cube'.
PAPER Soldier in lab has it. Number 13 on it is clue to dipswitches (see 'dipswitches').
PATCH Forget it.
PILE Pile of uniforms on porch. Must EXAMINE PILE before you break light and get on the porch. GET RIGELLIAN UNIFORM and leave the porch at once. Time is short.
PLASMA RIFLE In vehicle. Don't use it, the barrel is bent, but you must have it to pass the checkpoint.
PLATOON To pass checkpoint, wait to one side of service road till platoon is level with you (i.e. sound of marching is east or west) then at once go east or west, follow them through the checkpoint and leave them as soon as you are through.
PORCH See entries for 'light', 'pile' and 'bungalow'.

R

REBEL CAMP See 'camp'. Stay out.
RIFLE See 'plasma rifle.'
ROBOCOPTER In part one go north from cross roads to recent camp to get it to appear, then at once go and get into the tank (see 'tank', 'hatch' and 'crater').
ROBOTANK Blocks path in park in part one. Caretaker won't let you on grass to pass it. See 'bone' and 'dog.' Caretaker chases dogs away and they all get shot up at the barricade leaving you to walk on the grass to your heart's content.
ROBOT CARETAKER See 'caretaker'.
RUBBLE Can GET RUBBLE at start location, at location with screwdriver and elsewhere, despite it not being mentioned in the text. It has no use other than to throw at the light on the porch.

S

SATCHEL See 'body' to get it. You can WEAR SATCHEL, also PUT XXXX IN SATCHEL and just GET XXXX to retrieve object. LOOK IN SATCHEL to see what's there. Carries a lot though some things, e.g. the suit, won't fit in.
SCREWDRIVER Needed for grille, found in suburbia once you've climbed lamp post and gone east towards bungalow.
SEATS In vehicle, see 'documents.'
SEWER See 'ladder' and 'monster'. You also need the goggles. To map sewer maze try dropping objects: they seem to vanish but GET ALL retrieves them if you then check your inventory.
SHAFT See 'duct.'



SINK UNIT See 'medikit.' Go UP onto sink to reach bars and get out of flat.
SLOT (1) In gate on bridge. See 'identicard.'
SLOT (2) In door in building in sealed compound. Forget it.
SMALL DOG See 'dog.'
SOLDIER In lab near end of game. See 'gun' and 'paper.'
SOLDIERS (1) At hut at end of part one. See 'uniform' and 'bomb.'
SOLDIERS (2) See 'platoon.'
SPACEPORT Keep out.
SPHERE The detonator. To be taken via sewer to end game. Very heavy. Carry nothing extra into lab or you won't be able to pick it up. See 'cube' to get it.
SPRAY Paint — see 'can.'
START To start just GET GOGGLES — the loading screen told you they were there.
STIMULANT See medikit, press red button, only works once.
SUBURBIA Have gun to avoid being mugged. Don't drop anything. CLIMB LAMP to find your way.
SUIT You start with a utility suit but must exchange it for a uniform, then discard first suit when changed.
SWITCH Controls hatch in tank.
SWITCHES See 'dipswitches.'

T

TANK Where to find mine detector. See 'cupboard' and 'hatch.'
TRANSMITTER In hut at start of part two. Ignore it.
TRAPDOOR In generating room. OPEN TRAPDOOR and LOOK TRAPDOOR to find ladder.
TUBE Empty tube left when flare has been fired. Of no apparent use.

U V

UNIFORMS EXAMINE PILE before you break the light on the porch. GET RIGELLIAN UNIFORM and leave porch before you put it on. Wear it to reach hut at end of first part, and to pass checkpoint in part two.
VEHICLE See 'documents.'
VENTILATION SHAFT See 'shaft.'

W

WALKWAY See 'gap.'
WINDOW In flat, see 'bars.'
WIRE On door in hotel. Booby trap. UNTIE WIRE.

COMPO CORNER

We've a wee little McCompo for you this month, the noo, och aye, lang may your lum reek and may a haggis never run up your kilt and toss your caber. From all of this garbage you'll have guessed that once again I'm extracting the McMichael from Tartan Software, and this time I've also extracted five copies of its new game, *The Gordello Incident*, thanks to the unbounded generosity of author, programmer, managing director, post boy and all-round dogsbody, Tom Frost (I know his brother, Jack. Boom-boom.)

In Tom's latest split-screen tale of derring-do, he's introduced into his adventure system a new command. But where other companies call this an OOPS or an UNDO command, Tom has to be different and in *The Gordello Incident* you must type in MULLIGAN if you get into a stew and want to take back your last input. The question is: why? The answer is to be put on a postcard by you and sent to The Great Gordello Mulligan Controversy McCompo The Noo, Adventure Section, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. The first five to be drawn out of a warm sporran on the closing date of 30th June will win a copy of *The Gordello Incident* and a sockful of cold porridge. (If you're very lucky, we'll forget about the porridge.)

PROGRAM PITSTOP

Goodbye, farewell, adieu, adieu, adieu, To you, and you, and you, and you, and you, and *David McCandless*



This is my last Pitstop. Yes, after a year and a bit of tearing open sixty or so envelopes, sifting through billions of tapes and worn Alphacom listings, manhandling my printer in disgust, having stupid gormless pictures taken of myself, I've finally hung up my hex loader, changed my hair style, and left these few pages in the capable hand of none other than **Jon-Boy Davies**. He will now have to deal with my massive backlog of programs. Hah-hah-hah (evil chuckle).

Anyway, first this month is **Steven Collins**, an excellent programmer from West Sussex, who's submitted a revamped version of the *Data Banker* program printed an epoque ago. After Steven is a brilliant redefine keys routine, written by **Peter Zoeteweij**, which is ideal for tagging onto any games you might happen to be working on. And to cap it all for this month and forever is a masterpiece by **Gary Shepardson**, the first part of which was printed last month (see Back Issues).

DATA BANKER 2

by Steven Collins

Steven Collins has just written the single most revolutionary and visually astounding routine in computer programming history and it's under about 2048 bytes.

Banking

The *Data Banker* will compile all your machine code into hex and equip them with Basic data lines for easy and quick use. Not only that but this program features simple entry syntax, blinding speed (huge programs only take a few seconds to compile), and the result can be loaded into any normal hex loader. And it's simple to use.

Just type in this simple program, RUN it and then save the resulting code to tape with SAVE "banker" CODE 64000,460. Incidentally, lines 10 to 100 of this program are actually all that is required to use the results of the *Banker*. So when you get to tabulating your own code, you'll need to reproduce those lines.

Using It

Use this statement to work the program:

RANDOMIZE USR 64000: POKE start, length

The "start" and "length" variables should be replaced with the start address and length of the machine code you want to tabulate respectively.

So if you wanted to put the *Data Banker's* machine code into DATA statements itself, then you'd use:

RANDOMIZE USR 64000: POKE 64000,460

And after a few seconds, voilà!

If the program runs out of memory it will return to Basic with either "4 out of memory" or "6 no room for line". Don't worry. This means you have not cleared enough memory for the program to move about in. To rectify this just CLEAR an address below 64000 and below the code you want to compile. So if your program is at 32768 you'll need to **CLEAR 32767.**

The Program

This is the sparkling main program. Remember lines 10-100 are useful in POKEing your machine code into memory.

```
   5 CLEAR 63999
  10 LET start=64000: LET len=46
0
  20 FOR g=start TO start+len ST
EP 8
  30 LET cs=0
  40 READ a$,ck
  45 PRINT g;"  ";
  50 IF LEN a$<>16 THEN  GO TO 1
00
  55 FOR i=1 TO 16: IF (a$(i)<"0
" OR a$(i)>"F") AND (a$(i)>"9" O
R a$(i)<"A") THEN  GO TO 100
  60 NEXT i
  65 FOR i=1 TO 8: LET a=(16*(CO
DE a$(1)-48+(-7 AND a$(1)>"9")))
: LET a=a+(CODE a$(2)-48+(-7 AND
 a$(2)>"9"))
  70 POKE g+(i-1),a: LET cs=cs+a
: PRINT a$( TO 2);: LET a$=a$(3
TO ): NEXT i
  75 PRINT " ";: IF cs<>ck THEN
GO TO 100
  80 PRINT ck;TAB 30;"OK": NEXT
g
  99 PRINT '"FINISHED": STOP
 100 PRINT "ERROR !!": STOP
 500 DATA "E7FEF4C28A1CCD79",141
5
 505 DATA "1CCDA22DCD1BFAC5",111
9
 510 DATA "CDA22DC5CD1BFAD1",130
0
 515 DATA "E118063801C8C39F",866
 520 DATA "1ED511FFFF01F8FF",127
4
 525 DATA "091338FCED421B7D",791
 530 DATA "FE0028011 3E132C3",784
 535 DATA "FBDD21C5FBEB4D44",133
3
 540 DATA "21F401C5CDCBFA3E",119
5
 545 DATA "E4DD7700DD233E22",920
 550 DATA "DD7700DD23E5CD05",103
5
 555 DATA "FB3E22DD7700DD23",943
 560 DATA "3E2CDD7700DD23CD",907
 565 DATA "CBFAAFDD7700DD77",130
8
 570 DATA "01D5CD35FBD1E123",119
2
 575 DATA "23232323C1DD21C5",784
 580 DATA "FB78B10B20BD3AC3",103
3
 585 DATA "FBFE00CA03130100",730
 590 DATA "00C5E5210800EBED",939
 595 DATA "52EBDD7E00FE2228",992
 600 DATA "04DD2318F5DD233A",843
 605 DATA "C3FB47AF32C3FB78",130
8
 610 DATA "21BBFAE5C5F52100",117
4
 615 DATA "0018513E08908747",525
 620 DATA "3E30DD7700DD2310",722
 625 DATA "F9188EE5D5C5F511",131
6
 630 DATA "FF000118FCCDF2FA",122
9
 635 DATA "019CFFCDF2FA01F6",135
6
 640 DATA "FFCDF2FA7DCDFCFA",178
4
 645 DATA "F1C1D1E1C97BA7F8",160
7
 650 DATA "180DAF093C38FCRD",826
 655 DATA "423D28F11E3083DD",838
 660 DATA "7700DD23C9C5F521",105
1
 665 DATA "000006081AD55F16",370
 670 DATA "0019D1CD1CFB1310",753
 675 DATA "F3F1C1C9F51F1F1F",121
6
 680 DATA "1FCD25FBF1E60FFE",126
4
 685 DATA "0A3802C607C630DD",740
 690 DATA "7700DD23C921C5FB",105
7
 695 DATA "E506007EFE002804",659
 700 DATA "042318F7480600C5",585
 705 DATA "C5CDB016AFCD0116",100
3
 710 DATA "2A595CC1CD551623",763
 715 DATA "EBC1E1EDB0FD3600",137
3
 720 DATA "FFCD171BFDCB007E",109
2
 725 DATA "2A595CC225D5CCDFB",898
 730 DATA "1978B1ED43495C2A",833
 735 DATA "5D5CEB215515E52A",830
 740 DATA "615C37ED52E56069",993
 745 DATA "CD6E192006CD8819",792
 750 DATA "CDE819C1793DB028",105
3
 755 DATA "28C5030303032BED",529
 760 DATA "5B535CD5CD5516E1",101
6
 765 DATA "22535CC1C5112A61",757
 770 DATA "5C2B2BEDB82A495C",806
 775 DATA "EBC1702B712B732B",897
 780 DATA "72F1C90400373830",719
 785 DATA "E422453400000000",383
```

FRONT END

by Peter Zoeteweij

I was about to put out a nationwide APB for this sort of program in the hope of a response when suddenly a parcel eased through my letterbox. And inside? A you-guessed-it written by none other than **Peter** "ah, ah, ah" **Zoeteweij** (bless you).

The Program

The program is designed to be welded onto the front of a basic or machine code game (hence the name) to provide the option of joystick or keyboard play. It's easy to use, simple to type in, and straightforward to understand. Peter's even supplied a 'game' (the term 'game' here is used in the broadest sense of the word — you'll see why if you type it in) to show you how it can be used.

```
 100 BORDER 0: PAPER 0: INK 7: C
LS
 110 PRINT AT 0,6; PAPER 5; INK
0;"     STAR SHOT      ";AT 1,6;"
-game control demo-"
 120 PRINT AT 6,9;"0 Start Game"
;TAB 9;"1 Kempston";TAB 9;"2 Sin
clair";TAB 9;"3 Cursor";TAB 9;"4
 Define keys"
 130 PRINT AT 21,4;"by Peter Zoe
teweij 1988"
 200 IF INKEY$="1" THEN  RANDOMI
ZE USR 65003
 210 IF INKEY$="2" THEN  RANDOMI
ZE USR 65006
 220 IF INKEY$="3" THEN  RANDOMI
ZE USR 65009
 230 IF INKEY$="4" THEN  RANDOMI
ZE USR 65000: GO TO 100
 240 IF INKEY$<>"0" THEN  GO TO
200
 250 CLS : FOR f=1 TO 25: PRINT
AT INT (RND*18),INT (RND*32);"."
: NEXT f: PRINT AT 21,0;"SCORE:0
      "; PAPER 5; INK 0;"STARSHOT
"; PAPER 0; INK 7;"    TIME:999"
 300 LET y=0: LET t=500: LET s=0
: LET x=15
 500 PRINT AT 21,29;t;(" " AND t
<100);AT 20,x;" -#- "
 510 RANDOMIZE USR 65012: LET a=
PEEK 65535: IF a>63 THEN  GO TO
100
 520 IF a>31 THEN  GO TO 1000
 530 IF a>15 THEN  LET a=a-16: I
F y=0 THEN  PRINT AT 20,x;" ZAP
": LET y=19
 540 LET x=x-(a=2 AND x>0)+(a=1
AND x<28)
 549 IF y AND SCREEN$ (y,x+2)=".
" THEN  LET s=s+1: PRINT AT 21,6
;s
 550 IF y THEN  PRINT AT y,x+2;"
 ": LET y=y-1: PRINT AT y+1,x+2;
" "
 900 LET t=t-1: IF t=-1 THEN  PR
INT AT 21,24; OVER 1; FLASH 1;"
          ": FOR f=1 TO 200: NEXT f
: GO TO 100
 999 GO TO 500
1000 IF INKEY$<>"" THEN  GO TO 1
000
1005 IF INKEY$="" THEN  GO TO 10
05
1010 GO TO 500
```

Method

Using the hex loader program, enter the 443 bytes of machine code, and then SAVE "control" CODE 65000, 443. Then type in the 'game' and examine the listing for further information.

Techno-Bilge

The routine doesn't actually print a menu up for you. That part is entirely handled by a program in Basic. Each option (Keyboard, Kempston, Sinclair, Cursor) has a corresponding routine in machine code. The addresses run as follows:

KEYBOARD (define keys)	65000
Select KEMPSTON	65003
Select SINCLAIR	65006
Select CURSOR	65009

Calling each of the individual routines programs the main Keyscan routing at 65012. So, for example, if you RANDOMIZE USR 65006 the keyscan routine will change to accept Kempston joystick only.

Once this has been done you call the scan routine in order to accept inputs. Any inputs are coded and placed at memory address 65535. So to find out which direction has been selected:

LET a = PEEK (65535)

a = 10	a = 8	A = 9
A = 2		a = 1
a = 6	a = 4	a = 5

a = 16 FIRE   a = 32 PAUSE
a = 64 ABORT

```
 500 DATA "C361FEC331FFC307",124
7
 505 DATA "FFC3F3FE3AF2FEFE",175
5
 510 DATA "0128383E0032F1FE",704
 515 DATA "211EFE06077EDBFE",929
 520 DATA "23A62320073AF1FE",828
 525 DATA "8632F1FE2310EE3A",107
4
 530 DATA "F1FE32FFFFC9FB01",150
8
 535 DATA "08FD0104DF0202DF",716
 540 DATA "01017F0110BF0120",370
 545 DATA "FD02400B1FE61F32",880
 550 DATA "F1FE3EDFDBFEE601",148
4
 555 DATA "20083AF1FEF62032",921
 560 DATA "F1FE3EFDDBFEE601",151
4
 565 DATA "20083AF1FEF64032",953
 570 DATA "F1FE3AF1FE32FFFF",160
8
 575 DATA "C9CD6B003E0032F2",880
 580 DATA "FE211EFE1137FF22",932
 585 DATA "ECFEED53EEFECD06",172
1
 590 DATA "FE0607C5CDD6FE0E",115
1
 595 DATA "FE060879DBFE2FE6",113
9
 600 DATA "1F200737CB1110F3",604
 605 DATA "18ED47C5CD8E02CD",108
3
 610 DATA "1E03C130E232F0FE",104
4
 615 DATA "78FE01200A3EFEB9",918
 620 DATA "20053E5E32F0FE3A",795
 625 DATA "F0FEFE0D20023E23",892
 630 DATA "FE2020023E5FD72A",734
 635 DATA "ECFE712370232322",854
 640 DATA "ECFECD8E02CD1E03",107
7
 645 DATA "38F8C110A6C93E02",944
 650 DATA "CD01162AEEFE7EFE",114
2
 655 DATA "FF2804D72318F723",855
 660 DATA "22EEFEC900000000",727
 665 DATA "00000021F9FEC318",758
 670 DATA "FFEF08EF10F710EF",125
9
 675 DATA "04EF01DF01FD0121",755
 680 DATA "0DFFC318FFEF02EF",122
5
 685 DATA "04EF10EF08EF01DF",969
 690 DATA "01FD0106073E0032",380
 695 DATA "F2FE111EFE7E1223",976
 700 DATA "137E12231310F5",497
 705 DATA "C93E0132F2FEC916",103
3
 710 DATA "010A444546494E45",438
 715 DATA "204B45595316030A",383
 720 DATA "507265737333AFF16",860
 725 DATA "040B55502E2E2E2E",364
 730 DATA "2E2EFF16050B444F",532
 735 DATA "574E2E2E2E2EFF16",626
 740 DATA "060B4C4546542E2E",408
 745 DATA "2E2EFF16070B5249",542
 750 DATA "4748542E2E2EFF16",642
 755 DATA "080B464952452E2E",405
 760 DATA "2E2EFF16090B5041",534
 765 DATA "5553452E2E2EFF16",652
 770 DATA "0A0B41424F52542E",443
 775 DATA "2E2EFF0000000000",347
```

HACKER II

by Gary Shepardson

Part Two

Here it is, the second part of the amazing 2K dissassembler, masterpiece of **Gary Shepardson**. Use the hex loader to enter this month's code into address 31024, then load in last month's code and save the whole lot with SAVE "hacker" CODE 30000, 2048.

To Work

To load it, use:
LOAD ""CODE 16384:
RANDOMIZE USR 16384
The code loads in the top of the screen memory, so you will see some strange things on screen. Don't worry about that, but do worry about not clearing the screen before you execute it.

Once loaded and run, you will be greeted with a prompt for a START ADDRESS. You can input any decimal number from 0 to 65535 to correspond with the address you want to dissassemble from. Pressing 'Enter' scrolls instruction by instruction. Q returns you to basic, and C allows you to change address. Have fun.

```
address=31024
 500 DATA "FE8030065F160019",578
 505 DATA "18092FC6015F1600",396
 510 DATA "A7ED52444DCDDA44",112
2
 515 DATA "C93AE944FEDD2006",107
3
 520 DATA "3E6FCDC043C9FEFD",134
5
 525 DATA "20063E70CDC043C9",877
 530 DATA "3E06CDC043C93AE9",102
4
 535 DATA "44FEFD20073E64CD",981
 540 DATA "C0431809FEDD200C",811
 545 DATA "3E63CDC043CD5A44",988
 550 DATA "3E29D7C93E06CDC0",984
 555 DATA "43C9ED5BE144131A",934
 560 DATA "FE803004CD8043C9",104
8
 565 DATA "3E08D73E2DD7CD74",928
 570 DATA "43ED5BE1441A2FC6",959
 575 DATA "01CD282DCDE32DC9",969
 580 DATA "3AE944FEFD20063E",966
 585 DATA "0CCDC043C9FEDD20",118
4
 590 DATA "063E15CDC043C93E",816
 595 DATA "0ACDC043C5CD8043",107
5
 600 DATA "06007EFE80301CE5",819
 605 DATA "C5CDC043C1E12304",111
8
 610 DATA "78FE012005CDC944",886
 615 DATA "18E8FE0220E43E2C",878
 620 DATA "D718DFD680CDC043",126
8
 625 DATA "C9C5010F15CDD244",918
 630 DATA "C1C93E16D778D779",114
9
 635 DATA "D7C9CD2B2DCDE32D",118
6
 640 DATA "C900000000000OFF",456
 645 DATA "000000C2C3C4C5C8",982
 650 DATA "CC28484CA9C142C3",101
5
 655 DATA "44C548CC53D049D9",112
2
 660 DATA "4EDADA4EC3C350CF",126
9
 665 DATA "50C5D0CD49D84249",111
8
 670 DATA "D45245D35345D452",102
0
 675 DATA "4CC35252C352CC52",998
 680 DATA "D2534CC15352C153",100
3
 685 DATA "4CCC5352CC4CC441",986
 690 DATA "44C44144C35355C2",954
 695 DATA "5342C3414EC4584F",850
 700 DATA "D24FD243D041C64E",111
5
 705 DATA "4FD0494EC34445C3",965
 710 DATA "444A4EDA4AD24441",855
 715 DATA "C14350CC5343C643",959
 720 DATA "43C648414CD449CE",969
 725 DATA "4F55D44E45C75245",873
 730 DATA "54CE49CDB0B1B2C9",130
0
 735 DATA "2843A9524554C9D2",922
 740 DATA "5252C4524CC44C44",858
 745 DATA "C94350C9494EC94F",980
 750 DATA "5554C94C44C44350",857
 755 DATA "C4494EC44F5554C4",987
 760 DATA "4C4449D2435049D2",857
 765 DATA "494E49D24F5449D2",880
 770 DATA "4C4444D2435044D2",847
 775 DATA "494E44D24F5444D2",870
 780 DATA "504FD0505553C84A",889
 785 DATA "D043414CCC5253D4",997
 790 DATA "4558D845D844C945",996
 795 DATA "C9B831B632B433B2",107
5
 800 DATA "34B034B835B62849",812
 805 DATA "5BAB284959ABBF52",905
 810 DATA "4C43C15252243C152",842
 815 DATA "4CC15252C15245D4",989
 820 DATA "B0284243A9284445",695
 825 DATA "A9285350A9284958",742
 830 DATA "A9284959A9C6AB21",942
 835 DATA "08F9216C872C882C",757
 840 DATA "802D802100FCE659",905
 845 DATA "2AAA227F882107EC",785
 850 DATA "2D882C812D812101",562
 855 DATA "FCE72EFD2109F921",110
6
 860 DATA "6D872C892C822D82",774
 865 DATA "2102FCE82FFD227F",980
 870 DATA "892107ED2D892C83",771
 875 DATA "2D832103FCE92F0D",757
 880 DATA "FD217FF9217AFF2C",111
6
 885 DATA "FF2C842D842104FC",897
 890 DATA "B02F0EFD227FFF21",939
 895 DATA "7FFA2DFF2C852D85",103
2
 900 DATA "2105FCB12F0FFD21",815
 905 DATA "0BF9217A872C8B2C",777
 910 DATA "FE2DFE217EFCB22F",118
9
 915 DATA "10FD227F882107FA",859
 920 DATA "2D8B2C872D872107",583
 925 DATA "FCB36A8D53885500",995
 930 DATA "F955F9560DF95488",115
1
 935 DATA "2207FC57EB6A8EEA",109
7
 940 DATA "550EF9E5560EF956",101
2
 945 DATA "F92307FC57DC6A8F",109
9
 950 DATA "5389550FF9367B87",881
 955 DATA "56CFF9548924FC57",946
 960 DATA "DD6A90D85510F935",109
0
 965 DATA "07FB5610F9E52507",882
 970 DATA "FC57DE6A9153FF55",123
5
 975 DATA "11F9596EFF5611F9",107
2
 980 DATA "54FF26FC57DF6A92",119
1
 985 DATA "55F85512F959098A",921
 990 DATA "5612F9E527FC57E0",118
4
 995 DATA "6A9353AA5513F9DA",107
7
1000 DATA "5613F954AA28FC57",987
1005 DATA "E16A94210BFF5514",883
1010 DATA "F90B5614F9E529FC",134
5
1015 DATA "57E23500BE363E80",800
1020 DATA "250A88217A88B7B8",841
1025 DATA "39BA213D873501BE",716
1030 DATA "363E81230A802108",459
1035 DATA "FAE5BFE5214087 35",118
4
1040 DATA "02BE363E82250A89",622
1045 DATA "217A89E5E5398821",102
7
1050 DATA "07BD3503BE363E83",689
1055 DATA "230A892109FAE5E5",932
1060 DATA "39BC2107C03504BE",724
1065 DATA "363E84250A8A217A",588
1070 DATA "8AE5E5E5C13505BE",126
6
1075 DATA "363E85230A8A210A",475
1080 DATA "FAE5E5E5C23571BE",140
7
1085 DATA "E5250A8B217A8BE5",938
1090 DATA "E5E5E53507BE363E",105
3
1095 DATA "87230A8B210BFAC3",808
1100 DATA "C4C5C6E5E5E5E5C7",170
6
1105 DATA "C8C9CAE5E5E5E5CB",172
2
1110 DATA "CCCDCEE5E5E5E5CF",173
8
1115 DATA "D001D20000000000",627
1120 DATA "0000000000000000",0
1125 DATA "0000000000000000",0
1130 DATA "0000000000000000",0
1135 DATA "0000000000000000",0
```

Right! That's it! I'm gone. But remember to keep sending all those pulsating programs and redolent routines (as well as any actinic alliterations) to Jon-Boy Davies, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE. Byeeeeee!

I like any alternative to microdrives myself, long being a fan of the MGT Plus D as you well know, but it seems that there's life in the concept of other types of drive... which brings me in a roundabout and very Channel 4 linkman sort of way to the CliveDrive.

Video Vault as you may know is famous for its spare parts, and I mean that in the nicest possible way. You may recall its adverts in times past for spare bits for your Speccy, rubber keyboards, power supplies, as well as fixing the darn things when they blow up. Well, now it seems its turned its talents towards making peripherals too, as any shrewd firm would at this point in the life of the Spectrum. The Speccy is one of the best centres around which to build a customised hardware setup. These days you can run C/PM and all manner of serious software. So how about the poor guys who have an early Speccy which loads from tape?

HARDWARE

RAGE HARD!

A new disk system for the Speccy? Yes indeedy, as this month *Phil Snout* takes his magic screwdriver to Video Vault's "CliveDrive".

Disk'll Do The Job

Disk interfaces have been around since the year dot, as people soon realised that the microdrive was unreliable, unstable and generally rubbish for the storage of anything, useless except as a rather small beermat.

The CliveDrive is a part of a system that includes a disk interface, a quiet printer and a miniature 3" disk drive. The disks are not standard Spectrum disks, but a variant on the system used by certain professional synthesisers. Although the system isn't compatible with the +2a (the black +2), or the +3, all other models are supported, including the standard 48K and original grey finish +2. (Small techie note here: the colour of the casing isn't that important but it does actually distinguish the new updated ROM version of the +2 from the old one. Just thought I'd better clear that up.)

What You Get

For £149.95 inc. VAT and p&p you get the small black interface box, which plugs right into the user port on your Spectrum, a CliveDrive disk drive, a HushPrinter thermal printer, all the power supplies and leads and stuff to get you going, a free tutorial disk (which of course you can format and use after you've run it a few times!) plus a free skateboard game on disk.

The interface itself is just an unassuming little black box, with an edge connector socket to plug it onto the user port, four rubber feet underneath to keep it steady and a button on the top. Following the fashion amongst Spectrum hardware developers, the unit is flat on the table rather than upright. All the original peripherals for the Spectrum were of the upright design, but as you've probably noticed, they don't fit the newer case designs as they tend to be wider at the top than at the bottom. From the top end of the unit are a couple of wires connecting the interface to the CliveDrive and the HushPrinter. There is an LED on the unit to show when it is activated.

Inside the unit is a ROM based program called KEYMASTER, which is the unit's own backup utility. What this means is that with a single keypress you can save your programs and screens to drive or printer. We're talking instant backups, and instant screen dumps of a program in memory. The only thing is that it will backup only memory resident programs, so if you need to make a disk copy of your multiloading game, for example, you will have to do a RAM dump for every load. And this means that in order to back up a game which needs to be played through before you can move onto a different level, you will have to play through the entire game to save it onto disk. And by then you won't want it on disk, 'cos you played it already (this isn't just a drawback with the CliveDrive interface, it's the problem will ALL snapshot programs.) But it's not meant to be the pirate's dream anyway. This is a serious system with benefits for the serious user.

The HushPrinter works by thermal transfer, a bit like the original Spectrum printer only without the icky foil paper. No, this one prints on nice white thermal paper, making all your listings and screen dumps crisp and black. The paper is 8.5" wide and comes on a roll, meaning you can print out an A4 sheet if you tear it off in the right place. (A4 sheets are 8.5" x 11.5" in case you were wondering.) The printer handles 80 columns (or 160 columns in condensed type mode) and prints graphics and text. There is one button on the unit, and this is the paper feed. Okay, so it's a little bit basic, but from what I can see it does the job, and you won't get better for the price.

The CliveDrive itself offers 50K per side of your special 3" disks, so that's 100K in all for each double-sided disk. Read/write times vary depending on the operations you perform, with about 16 seconds to save or load a standard sized memory dump. The disks themselves are not very expensive, according to Video Vault, and the drive itself responds to all the standard Spectrum Microdrive syntaxes like FORMAT, MERGE and CAT, so it can be used with programs that use those commands without the need for adaptation.

The Verdict

Well, I think Video Vault has a very strong little number here. For only 150 quid you can turn your Spectrum into a system, and a very neat and sturdy one it is too. Lots of good features and not too many bad ones. Okay, so the printer doesn't run ordinary paper. So what? If it ran ordinary paper it would put a hundred pounds on the price. Video Vault seem to have got the right balance between price and performance.

Contact

Video Vault Ltd,
Old Kingsmoor School,
Railway Street,
Hadfield,
Cheshire SK14 8AA.

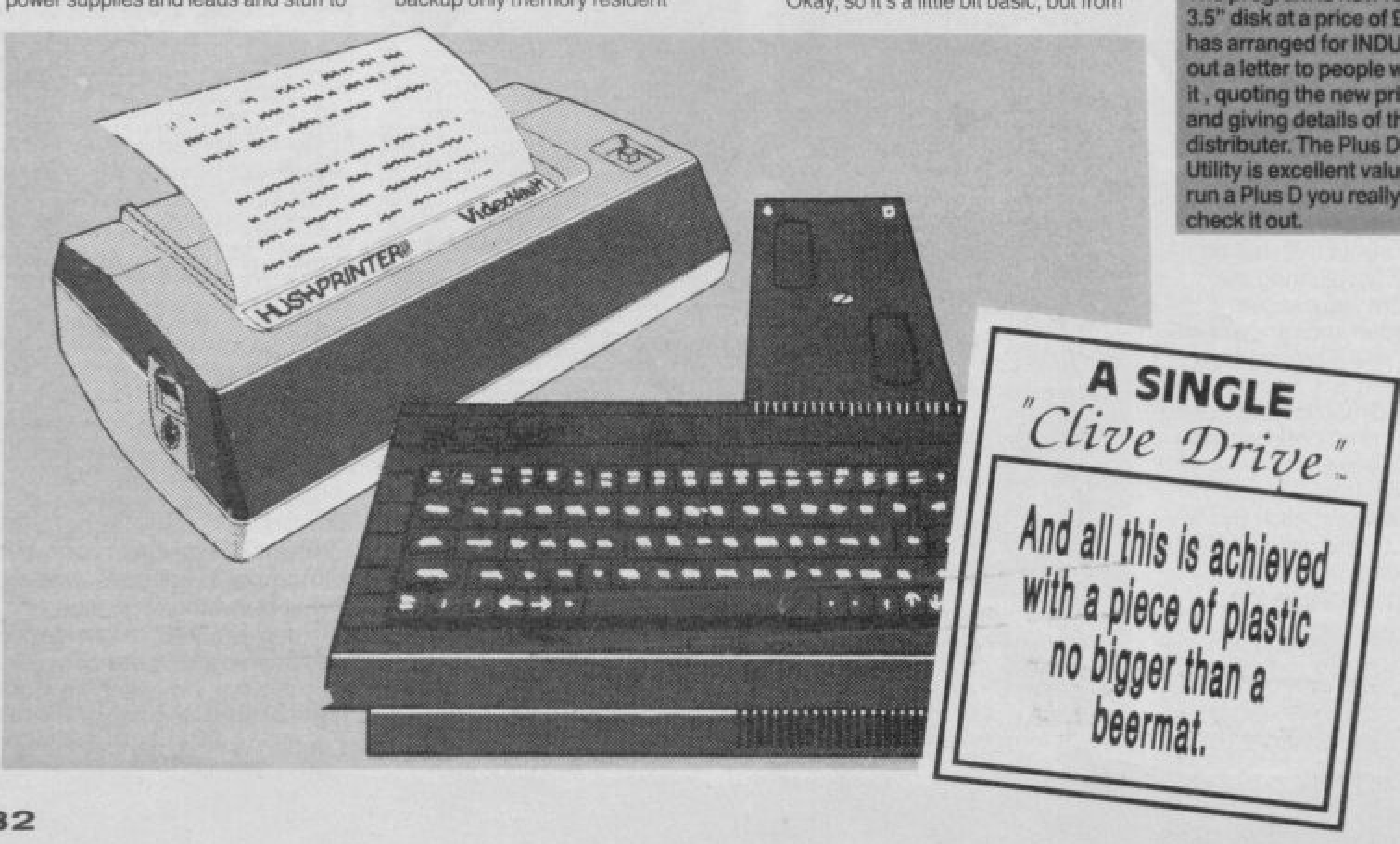
CliveDrive £149.95 (incl. VAT and P&P)

PLUS D HACKER UPDATE

You recall I did a piece on the Plus D Hacker program a few issues ago? Well, a great many people have expressed a desire to possess a copy but INDUG no longer supply it. Fortunately Steve Nutting, the author, has updated the program, and is now marketing it through:

BettaBytes
10 Spittal Terrace
Gosforth
Newcastle Upon Tyne
NE3 1UT

The program is now released on 3.5" disk at a price of £12.95. Steve has arranged for INDUG to send out a letter to people who ordered it, quoting the new price and giving details of the new distributer. The Plus D Hacker Utility is excellent value and if you run a Plus D you really ought to check it out.



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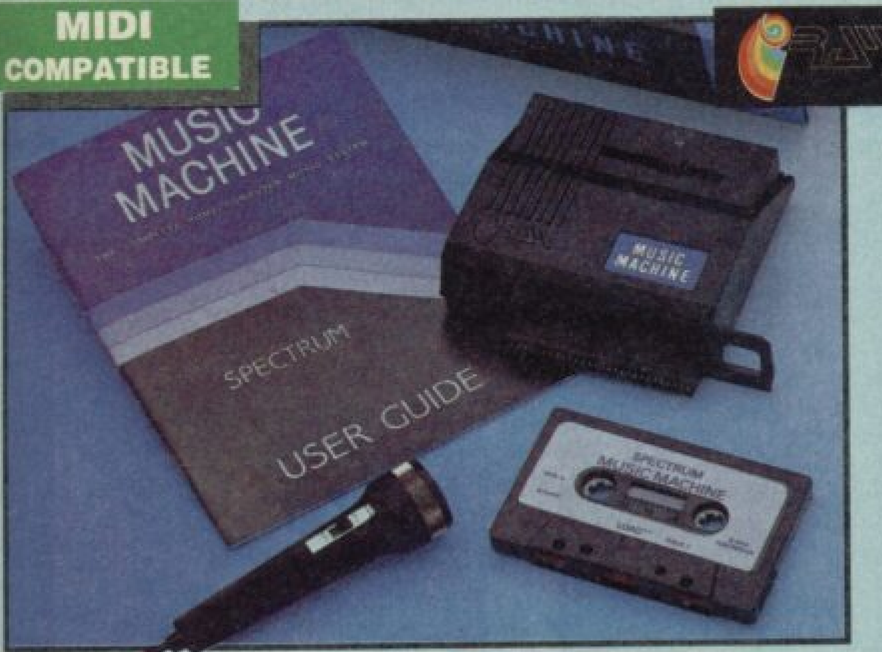
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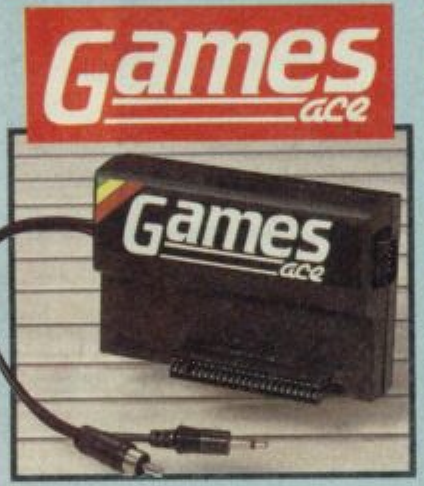
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Microprose/£9.95/£14.95



Davey Away the lads! Away the lads! Come on you monochromes! Yep! It's that footie time of year again! Whadd'ya mean the cricket season is about to start!?! Not on my Speccy it's not! This is *Microprose Soccer*, from Micropose (who else?).

Programmed by Smart Egg Software, *Microprose Soccer* follows hot on the heels of Gremlin's *Gary Lineker's Hot Shot* and is very much of the same ilk. Like *Hot Shot*, it features overhead viewpoints and arcade action with international sides to compete against. Unlike *Hotshot*, *Microprose Soccer* is monochrome. Then again where *Hotshot* has a large area at the bottom (devoted to the pitch represented in miniature, power levels and so on) this game does not. This leaves a larger part of the screen for the main area of play, and consequently larger sprites.

Furthermore, this game features much much more! There is a big control box which I've explained under Optional Extras, and the choice of playing against various international teams or even up to sixteen of your mates in your own league! In the international league the computer presents you with a league table and brings you the results as they happen for all the other fixtures. It should be pointed out that this game was unusually written especially for the 128K and then had bits chopped off to fit a 48K version. So what we have here is a much bigger game for the 128K, and conversely a smaller game for the 48K.

In the latter version you don't get all the international league tables and results, but you still get to take on the same sides. The teams are organised realistically to reflect the abilities of their real life counterparts, so Oman are a pushover and Brazil are well hard! If you do intend getting your mitts on the world cup, then a tip from Microprose's play tester, Kevin, is to choose Brazil as your team. This means you don't have to play against them! (Cunning, eh?) Mind you, you still have to take on the mighty Italy. Ho hum!

So, how does it play? My answer is "Jolly well!" (Except that I don't really talk like that!). You can choose a realistic-ish version with medium banana shots or the 'really weird' high power banana game! Microprose tells me that four major league football teams were consulted on this matter and that all were in favour of high powered bananas! This means that if you actually perform a banana kick, then the ball boomerangs in a big curve and practically comes back to you! A trifle unrealistic but good fun! It can also be used tactically. There are back kicks to be performed, but Microprose really does believe in 'friendlies' 'cos there's no fouls in this game (*Boo hiss! – Matt 'Bites Yer Legs' Bielby*). There are throws ins, corners and goal kicks too. Here another plus over *Hotshot*, is that you can control your goalie. I also like the balance of arcade type play, the background league info and computer generated results. It also bears out Microprose's dictum, "Easy to play, difficult to master." I know that we've seen a plethora of footie games of late but if you're in the market for another (or your first even!), then this is *a* gem. Over here son, on me Speccy!

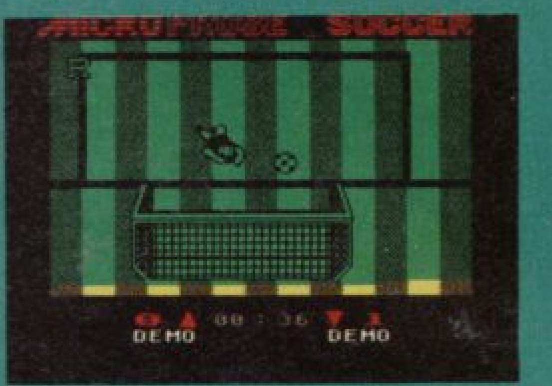
final

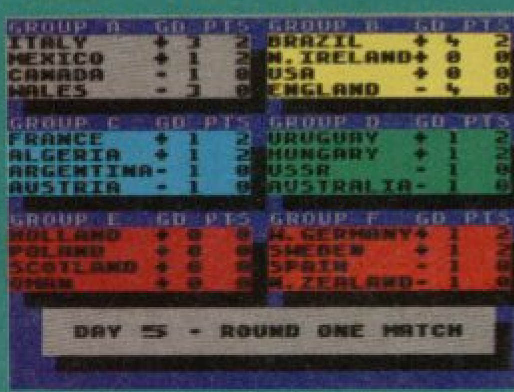
LIFE EXPECTANCY	GRAPHICS
75°	70°
INSTANT APPEAL	**ADDICTIVNESS**
85°	80°

Diagnosis

A good arcadey footie game with many novel new features. Especially good for 128K owners!

82° verdict







Optional Extras

You know the control system in all the other games of this type, where you control whichever of your players is nearest the ball? Well, on 'Manual' you can overide this and choose which player *you* want to control. This overcomes the tricky situation when two of your players are equidistant from the ball and you end up moving the wrong player in the wrong direction!



This is a skill option whereby when a goal is scored, all the screen goes black and white and speedily rewinds in best video fashion and then gives you an action replay!

Nuff said!

You can also choose whether or not to have 'weather'. This is random, but occasionally it will rain and this affects things like sliding tackles and movement of the ball!

Blimey! What's this?! Actually, we're talking about 'Banana shots' and not the fruit, old fruit. Choose low strength for ease of control and hi power which is loopy but great fun.

There are even more options on the preceding screen when you can choose the number of players, and the type of game wanted from World Cup tournament to a two player friendly. There is also another load offering a 6-a-side option. This has no throw ins, but the ball bounces off walls instead of going out of play!

MIKE READ'S COMPUTER POP QUIZ



Elite/£7.99



Sean Hi Pop Pickers!! Alan "Bum" Fluff here, bringing you the latest 'pick an old wrinkly and slap a licence on him' game from Elite. Yes, it's Mr. Grooviness and Fabbiness himself, Miiiike READ!!! (Squeals of 'Who?' and 'Didn't he used to be famous?') with his *Computer Pop Quiz*.

As you can guess, this is the computer version of the TV pop programme (so good they cancelled it years ago) hosted by his wrinkliness himself, Mike Read. On first loading, you're faced with a number of choices, the first being whether to play in one or two player mode. Two player mode is the limit though, 'cos the other four 'players' are all controlled by the computer, and consequently one of the most tedious aspects of the game is taking your turn, and waiting for the computer to have the next four or five turns. Boring!

Next you choose your fellow computer controlled team members from a nondescript selection of portraits of people too old to be in a pop band. Unless it's Genesis, of course. Your specialist area is chosen then, from six unlabelled icons, which makes it a case of guess the icon and hope for the best as you can't tell what icon represents what. Sloppy programming already, and we haven't even started the game yet.

As in the TV Pop Quiz, there are six rounds. The first is a jukebox round, where each team member selects a box numbered from one to twelve, which will reveal one of the icons, and the area for the following question. Get it right and it's two points, wrong and it goes to the opposition for a try, and vice versa.

'Spot The Star' follows, where three clues to the identity of a star are presented. Get it right after one clue for three points, after two for two, and three for one point. Get it wrong and it's over to the opposition again. 'Your Scene' is next, which for anyone under 25 means 'the area of music in which you are specifically interested.' Again, one question per team member, selected from 'easy' or 'hard.' Answer incorrectly and guess what? Yup, the opposition get a go at it.

Round four is the self explanatory 'Guess The Year' and round five the 'Quick Fire' round, in which you must answer as many questions as possible in 45 seconds. Finally, it's back to the (yawn) jukebox for the last round.

The major component of any game like this is, of course, the questions, and unfortunately they just don't measure up. In an attempt to make this 'family' game, the questions go back as far as the early fifties. This is fine if you can drag your parents to the computer occasionally, but let's fa[ce] it, the SDLP has got more chance of being electe[d] than this ever happening.

There is also an incredible amount of metal questions. Presumably, some muthah type perso[n] was in charge of question selection, and for ever[y] question about David Bowie, a major chart musician, there seemed to be about ten on obscure metal bands who have probably never hit the Top 50. Hardly a representative selection, methinks. Not to mention the tons of classical questions, which appear to have been chosen indiscriminately from some dictionary of classical music. Well, d'you know who wrote 'The London Symphony,' or 'Les Sylphides?' Exactly.

Similarly, the gameplay is also not half as interesting or well thought out as it could be, firstly because you are limited to two players, and secondly because the attempt at faithful reproduction of the television version has been made at the expense of playability. It is, in effect, just an endless stream of similar questions, with little variety in form.

Sloppy design, uninspiring graphics, plus badly thought out and ill-researched questions let this game down. Not Elite's finest moment, and not something the programmers or designers can be particularly proud of.





final

LIFE EXPECTANCY	GRAPHICS
45°	48°
INSTANT APPEAL	**ADDICTIVNESS**
51°	42°

Diagnosis

One for pop fanatics and Mike Read fans only. If there are any.

46° verdict

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■ Spectrum 128K +2 excellent condition, still boxed with all accessories. Ideal gift, 45 games included, all original titles like *Target Renegade* and *Cybernoid*, free joystick. Terrific bargain at £130. Phone (01) 902 5687.

■ Spectrum 48K and four games for sale. Good condition, recently overhauled, only £25 the lot. If interested contact Andrew Brown on (0243) 783776 evenings.

■ Spectrum +3, two joysticks, 100 games, including *Platoon, Predator, OutRun, Gunship, Star Wars*, word processor software, plus tape recorder, plus ZX printer, plus disk software. Worth £600, sell for £350 ono, phone (01) 441 0936.

■ Spectrum+ for sale, tape recorder, interface, all leads, dust cover, £300 of games including *Bionic Commando* and *Darkside*, plus all issues of *Complete Spec*. £100 ono. Phone Matthew West (01) 641 5763.

■ Spectrum 48K for sale with Saga 1 keyboard, joystick, interface, sound booster, data 'corder, 30 games, nearly all mega games, phone (0955) 5542.

■ Spectrum 48K+, Konix joystick, Cheetah interface, power pack, leads, 130 games inc *Last Ninja 2*, seventy mags worth £350 sell for £135 ono will separate. Ring Jonathan after 4pm, Bradford (0274) 594373.

■ Spectrum +2, eight months old vgc, with games and joystick, still boxed. £100 ono. Tel James (0692) 82011 after 6pm.

■ Spectrum + computer with Games Ace, vgc £45 ono. Phone (0873) 880814 after 6pm.

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SOFTWARE



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■ Loadsa games to swop. *Match Day 1* and *2, Double, Football Manager 2, Winter Games* and many more. Write for a full list. Richard Johnson, 42 Orchard Close, Bexleyheath, Kent.

■ I will swop *GAC* and *Arcade Creator* for *PAW*. Phone Redditch 402219 after 6.30pm. Bye Peeps! Originals only.

■ Books for sale. *Complete Spectrum Disassembly, Spectrum Shadow ROM Disassembly, Supercharge Your Spectrum, Spectrum Machine Language for Absolute Beginners*. Any offers? Telephone Chris on (0597) 810 243.

■ Will swop *Grand Prix Selection*, which has *Super Hang-on, Champion Sprint* and *Super Sprint* all in one case. Also *The Hobbit* and *Night Rider*. Offers? Write to Ray, 6 James Street, Newport, Gwent, NP9 2GZ.

■ Home grown software wanted, from shoot 'em ups to stock market. Good royalties paid. Send games to R W Frosdick, 1 Northolme Close, Grays, Essex, RM16 2NX. Games returned if not good enough, so send now!!

■ Latest and old software for 48/128K Spectrum to swop. Please write to Rob Van Hoften, Roothaanstraat 3, Venlo, 5915 VN, Holland. All letters answered.

■ Wanted, *Skate Crazy, Soldier Of Light* and *Beyond The Ice Palace* for *Samurai Warrior, Karnov* and *Road Blasters*. Phone 690306 or contact Antony, 7 Culliford Crescent, Canford Heath, Poole, BH17 9DY.

■ Wanted, *The Great Giana Sisters*. Will swop for *Karnov, Gryzor 128, Cybernoid, Target Renegade* or *Where Time Stood Still*. Swop for some good (new or old) games. Write to Dennis V. Berkel, Heikant Iza, 5087 TA, Diessen, Holland.

■ Wanted — *World Class Leaderboard* on disk, swop for disk version of *Road Blasters* or various others. Write to Ken Riley, 48 Goodison Gardens, Erdington, Birmingham, B24 0AQ.

■ Wanted, *Virus, Operation Wolf, Thunderblade* and *Afterburner*. Will swop for many new games. Telephone (0482) 505530 after 7pm and ask for David.

■ I have hundreds of tapes, like *Intensity, Target Renegade* to swop. Send your list to Iain McGowan, 73 Cedar Avenue, Stirling, FK8 2PJ or telephone (0786) 61258.

■ 1000 games to swop like *Daley Thompson 88, Empire Strikes Back*. Send your list for mine. Deleye Emmanuel, 225 Rue de Gand, 59200, Tourcoing, France (*Salut les gars! Ed*)

■ Genus 100% machine code, 40 action packed screens, amazing tunes, sprites, joysticks, define keys, high score table, etcetera, send only £1.50 to Andrew Daly, 5 Shearburn Terrace, Snaith, Goole, North Humbs, DN14 9JJ.

■ Hey! Look here! If you've got new games and you want to swop with someone with loads of new games (like me), take a pen and write to me now! Zuika-Biran, Trumpeldor-30, Ramat-Hasharon, Israel, 47264.

■ Wanted, *Cybernoid*. Will swop for *Garfield, Flintstones, OutRun, Gary Lineker's Superstar Soccer* and *Salamander* (Konami version). Phone Dominic on (01) 946 2520.

■ I'll swop *Gaz Lineker's Soccer, Platoon, Driller, Indy Jones, Basil The Great Mouse Detective* and *Mask*, for *Match Day 2, Back To Skool, Renegade* and *Vixen*. Will also swop *Ten Great Games II*.

■ Loadsa games to swop, inc *Afterburner, Overlander, Thunderblade, Alien Syndrome, Joe Blade 2*, etcetera. Send lists to Simon Lennox, 53 Main Street, Castle Dawson, Co. Londonderry, N. Ireland, BT45 8AA. Also Interface 2 wanted.

■ YO! Have I got a deal for you! Yes, as in swopping software, I've got over 130 titles to swop. Send your list for mine, to Grant Waddington, Orchard House, Main Street, Kellington, North Humberside, DN14 0NH.

PEN PALS



■ +3 owner wants to exchange hints, tips and games. Multiface also useful. John Heggarty, 4 Whyle Court, Donnington, Telford, Shropshire, TF2 8ER.

■ Male 48K Spectrum owner with Multiface 1 wishes to hear from other Spectrum owners with same. All replies answered, Tony Baitson, 26 Ard na meala, Ballymun, Dublin 11.

■ I am looking for a boy who is ten, has a Spectrum and wants to swop games and tips. My name is Matthew Bigland, 16 Lancaster Avenue, Atherton, Manchester, M29 9EJ.

■ Hi! I'm a 12 year old male Speccy owner and would like a male or female aged between 12 and 14. Send a photo. All letters answered. Interests include football and playing sci-fi games. Luke Harris, 15 Meadow Crescent, Upper Halling, Kent, ME2 1JJ.

■ 14 year old male seeks attractive female pen pal of same age. I am interested in music, computers and whoever writes to me. All letters answered. Please send photo if poss! Graham Poole, 34 Raynville Avenue, Bramley, Leeds, W. Yorks, LS13 2RS.

■ +3 owner wants to exchange hints, tips, etcetera with a multiface. John Heggarty, 4 Whyle Court, Baldwin Webb Avenue, Donnington, Telford, Shropshire, TF2 8ER.

■ Wanted, female pen pal aged 21+, Spectrum 128K owner. Write to Pauline Wood, 143 Balmoral Drive, Felling, Gateshead, Tyne and Wear, NE10 9TS.

■ 10 year old boy seeking pen pals around the same age. I own a Spectrum 48K+ and would like to swop games, POKEs, and jokes. All letters answered. Ben Lloyd, 28 Elizabeth Street, Masterton, N2.

■ Boys and girls (girls better) (*This is true Ed*) who like rock and roll music and/or want to swop games. I have a lot of them. All letters answered. Danny Pedrera, Av. Fernandez Ladreda, 9, Portal 5°, 4°C, 11006 Cadiz, Spain. (*Ola mi amigo! Ed*)

■ Hi! I am 20 year old male and I want penpals from all over the world to swop games. Reply to all letters guaranteed. More than 600 games new and old. Write to Matthew George, MS/RB/II/50/1, C. Rly, Qrts; Behind Sion Hospital, Sion-Bombay-400 022.

■ Yo brother! All you rads in England, send your letters to me! I'm 13, male, and raring to write! Send the comments to Emil Sundberg, Bjorkvagen 4B, S-435 37 Molnlyke, Sweden.

■ New pen pal club needs members, both male and female. So send 40p, name, address, and interests, to WPC, Kingsley Avenue, Outwood, Wakefield, WF1 2LA, West Yorks.

■ Spectrum +3 and 48K owner seeks penpals to swop games, utilities etcetera with. There are hundreds of programs waiting for you. Hurry up! Stephen Sophos, Kato Dexameni, a34600 Nea Artaki, Halkida, Greece.

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If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

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YS 42

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

WANTED



■ I have *Footy Manager II, OutRun, Mermaid Madness, Target Renegade*. Want *Artist II* and mouse system for 48K. Phone Chris on (01) 651 0681 after 5pm weekdays only. All originals.

■ Wanted, joystick interface and Multiface 1. Will swop loads of games including *Ten Computer Hits 4, Road Runner* and more. Phone Adrian on Hanley (0782) 267026 on Sunday morning only please.

■ Wanted desperately! Interface 1 in good working order. Will pay jolly decent price! (Well, jollyish). Contact Don Elliot, 6 Charlesworth Avenue, New Basford, Nottingham, NG7 7NR.

■ Help! I want to buy an Interface 1 and a microdrive. Please write to Desjardin J-C, 41 Rue Gogand, 59212, Wignehies, France.

■ Exchange electric guitar and amplifier with leather case. Wanted, Sinclair Spectrum 48K or over. Apply after 4 o'clock during week, anytime weekends, 53 Bentinck Road, Shuttlewood, Bolsover, Nr. Chesterfield, Derbyshire.

■ Wanted, friend to swop games. Write to Maurilio Caires, Sitio do Liuramento, 9125 Caniço, Madeira, Portugal.

■ Wanted! Opus 128 disk drive. Phone (0924) 362968 after 4pm and ask for Robert, or write to Robert Clubley, 38 Ruskin Avenue, Wakefield, West Yorks, WF1 2BG.

■ Wanted urgently! Any working VTX5000 modem. Good cash will be paid including p&p. D. Toomey, 31 Oakland Drive, Greystones, Limerick, Eire. Phone Eire (061) 53968.

■ Urgently required — Multiface 1. Will swop for *OutRun, Superbowl*, plus the following adventures: *Hobbit, Wrath Of Magra, City Of Ehdollah* and free ZX Spectrum rubber keyboard (Requires Z80A) All originals. Games waiting.

■ Wanted, Multiface 1. Will swop for *Match Day II* and *Green Beret*. Interested? Then phone (0656) 87433. PS Also wanted POKEs for 48K *Street Fighter*.

■ Games wanted (especially of the sporting variety) Also has anyone got two joysticks and a twin joystick interface for a Spectrum +? Contact Alejandro Gerwer, Millington Drake 2005, Karrasco, 11100 Montevideo, Uruguay.

■ Solution to *Rubiks Revenge*. Any help please? Also programs to swop, lists for mine. D. Wheatley (*Spooky! Ed*) 83a Half Moon Lane, Spennymoor, Co. Durham, DU6 6HH. (*Can you say hello to my Aunty Alice please? She lives in New Brancpeth. Davey*).

■ Wanted! *Wonder Boy* and *The Great Giana Sisters*. Will swop for *Gryzor, Where Time Stood Still, Karnov, Barbarian, Target Renegade* and many more. Write to Dennis V. Berkel, Heikant 12A, 5087 TA Diessen, Holland.

■ Wanted! Interface and leads for ZX Microdrive. Swop for dosh or games. Write to Marco Aurelio, Rua de Goa 264, 4800 Guimaraes, Portugal.

■ Wanted, any hardware to do with music eg sound amplers, midi keyboards for Spectrum 48K+ or ZX81. Also software for Spectrum. Postcard to Mr J Fagan, 224 Tamworth Road, Amington, Tamworth, B77 3DE, Staffs.

■ Wanted, Multiface 1 with instructions. Will pay up to £15 plus postage. Contact Pat Quinn, c/o Stirling Street Post Office, Perth, Western Australia 6000.

■ Wanted, homegrown software (any kind) to share with others. Small payment given but must be your own, original code or Basic! Details from Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

■ Wanted, a Spectrum 48K or 48K+ with or without disk interface. Phone (01) 579 9455.

■ Help! Has anyone got a +2 owners manual they don't want? Also wanted, pen pals to swop progs and ideas. Send letter on paper, cassette, or microdrive. I will answer all! Roger, 203 Grangeway Rushden, Northants, NN10 9JQ.

MESSAGES AND EVENTS



■ Shamrock Spectrum Club has over 300 games. It has games like *Rambo 3, R-Type (Dunc's fave! Ed), Pacmania*. To join, send £1 postal order to Shamrock Spectrum Club, 5 Sunrise Crescent, Waterford City, Eire.

■ Protect your Basic programs with Securicode. Short but powerful, Securicode will protect your own programs as soon as they have loaded. For only a quid, I'll send you a listing of this invaluable program. Send to 21 Newlands Avenue, Bexhill, East Sussex.

■ Need impressive loading screens for your games? Then write to me! For a set of examples of my work, send a tape and 70p! Low prices plus animated screen sequences. Jonathan Langford, 42 Aldourne Way, Hawkenley, Kings Norton, Birmingham, B38 9UP.

■ *CLASH* — The PBM strategy/diplomacy/economics game for all you world conquerors! Only £1.50 for rulebook to *Clash*, Sunnyfield Cottage, Station Road, Langworth, Lincoln, LN3 5BD.

■ Angela (Pussycat) The best person in the universe. I love you so much I can't tell you enough! Love always Adam (Mr X)XXXXXX.

■ *Penalty!! (Gerrof! I never touched him ref! Ed)* New soccer PBM. Features include three cups, junior players, crowds, contracts for each player, £2.5 million players, random events, international matches, plus visuals. Sae to 83 Coach Road, Guiseley, Nr Leeds, W Yorks, LS20 8AT.

■ Do you want to swop your games with me? I have over 700 games to choose from including new and old titles. Write to Robert Sorfleet, 14 Coniston Avenue, Darton, Barnsley, S75 5BB.

■ There's been little competition on tape mags! That's because it's just started! Send a blank tape with 75p for a large demo, to LM, 18 Fort Cumberland Road, Portsmouth, Hants.

■ New computerised *American Football* PBM — guide your team to the Superbowl and win £70! Many many features. For futher info, send to JL Ltd, 7 Wanstead Place, Wanstead, London, E11.

■ SSSC — Big enough to cope, small enough to care. Exchange unwanted originals from as little as 60p. Sae for free membership to SSSC, 178 Forest Road, Ringswood, Bristol BS15 2EN.

■ *Speccy* mag on tape for the Spectrum! Free games, preview, offers etcetera plus more! All for £1.50 and an sae. Send now to *Speccy*, 106 Bordesley Road, Morden, Surrey, SM4 5LT.

■ The Homegrown Club — For people who want to buy or sell their own products. Years membership only £2.50. Miss I Young, 105 Tintagel House, Edmonton, London N9 9TF (Non-profit making club!)

■ We guarantee help for any game available for the Spectrum 48K. Just send us the names of five games you wish to master along with 50p and sae to Mr Bridon, 249 Lonsdale Avenue, Intake, Doncaster, South Yorks, DN2 6HJ.

■ Please send me any POKEs, maps for games. No multiface. Bet no one has got a cheat mode or map of *Dan Dare* or *Jet Set Willy II*. It's worth 40p! Paul McMillan, 6 Claverhambury Galley Hill, Waltham Abbey, Essex.

■ For sale *Your Spectrum* (1-21), *Your Sinclair* (1-11). Also Spectrum books. May swop for +3 software/hardware. Tel (04024) 70148 and ask for Kier.

FANZINES



■ *Garf!* Fanzine for 48/128K owners. Issue one went on sale in December. Send 75p, tape, and sae to Simon Collinge, 35 Bedford Road, Blackpool, Lancs. Tips special issue one still available.

■ *Adventure Probe!* The only monthly fanzine for adventurers. The best is getting even better. Send £1.25 for sample issue to *Adventure Probe*, Dept H, 24 Maes Y Cwm, Llandudno, Gwynedd, LL30 1JE.

■ *FSS* The new fanzine costs only £1.50. Cheats, tips, reviews, compos, How Do You...? *(Oo-er! Ed)* We supply tape, you send one and a half squidlies and sae! *FSS*, 1 Hambledon Crescent, Loughborough, Leicestershire, LE11 2SX.

■ Want to work for *ECV* tape fanzine? For details send sae to the address below!! Must mention Kylie Minogue! Address — Ian Warren, 54 Clough End Road, Hattersley, Hyde, Cheshire, SK14 3PX.

■ *Superior Spectrum* tape mag. Issue one out now! Tips, POKEs and hacks also needed. Please send £1.20 including p&p to Ashley Pluck, 33 Bideford Crescent, Knowle, Bristol, BS4 1HE.

■ Fanzine called *SUM* requires readers and hints and tips. Send cheque/PO for 65p to Jon Shute, North Warnborough, Basingstoke, Hants, RG25 1BH.

■ *Spectrum World* fanzine, new, cool, reviews, and your chance to win a trip to Florida, send £1 to East Lodge, Clifford Road, North Berwick, East Lothian, Scotland, EH39 4PP.

■ *SUM (Spectrum User* Magazine) Get the new first issue now, with free database, reviews, tips, POKEs, Basic help section, special features and lots more! Only £1 (includes tape) Paul Green, 16 Longfield Close, Bolehall, Tamworth, Staffs, B77 3BJ.

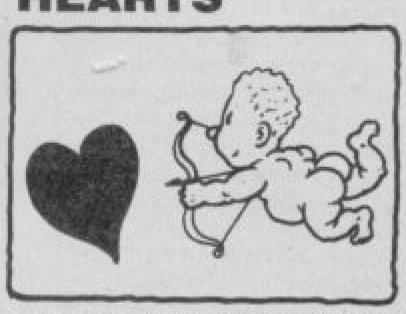
■ If you just want a good Speccy fanzine to read, send 75p and an sae to me, Peter Gear, *SSU* Magazine, Smithfield, Gutcher, Yell, Shetland, Scotland, ZE2 9DF. It's a great read for just a matter of pence.

■ *Speccy Rules The Waves* the Spectrum mag is out! POKEs, tips, screens, drawers, good quality (for free tape), maps, please send now! James Mintram, 41 Hillcrest Road, Westborough, Guildford, GU2 6HR, Surrey.

■ First issue of *It's A Hit!* Out now! Only 30p. POKEs, reviews, etcetera. Don't believe me? Check it out! Send an sae to Shane D, 9 Brannock Close, Newry, Co Down, N Ireland.

■ New mag called *Faxpax*. Free competitions, reviews, previews, and your views. Monthly 50p. Write to *Faxpax*, 4 Plough Garth, Kellington, Nr Goole, North Humberside, DN14 0PD.

LONELY HEARTS



■ Seventeen year old male with good sense of humour, seeks 16+ female in the Portsmouth area. Include photo please. Derek Pether, 20 Elmeswelle Road, Lovedean, Portsmouth, PO8 9RR.

■ Lonely 20 year old male seeks a girlfriend from Birmingham area. All letters answered. Send a photo if poss. Write to Alan Diss, 89 Lyndon Road, Rubery, Birmingham, B45 9UR.

■ I am a lonely 15 year old male and would like to have a relationship or friendship with a 14-15 year old female. If interested, please send a photo in your letter to Gary McMurtrie, 2 Ash Grove, Irving, Ayrshire, Scotland, KA12 0SX.

■ Thirteen year old hunk seeks very attractive young lady aged 13-14. Enclose a photo if possible. Also must like mega cool dudes and be into pop music. Jason Midgley, 43 Grainger Street, Darlington, County Durham.

■ Fourteen year old male seeks 13-15 year old attractive female. Please send photo. All letters answered. Contact Jon Shute at 60 Laurel Close, North Warnborough, Odiham, Hants, KG25 1BH. Write now!

■ Thirteen year old loose male seeks female from the Devon area. Please send photo. All letters replied to, or phone Tomas on Modbury 830716. Tomas Powell, Homecroft, Brownston Street, Modbury, S. Devon, PL21 0RQ.

■ Twenty one year old male looking for a female 17+ with a good sense of humour and into good music. Please send a photo. All letters answered. David Foster, 3 Rydal Street, Newton-Le-Willows, Merseyside, WA12 8JY.

■ Yo! Two extremely sexy 18 year old boys would love to have two attractive females (any age) to write to. Please send photo, all letters answered. Write to Gareth Jones, 7 Dyfi Bridge, Machynlleth, Powys.

■ Lonely male aged 13 seeking attractive female who likes music, sport, and computers. All letters answered. Photo if possible. Write to P Hamilton, 9 Langstone Walk, Peel Common, Gosport, Hants, PO13 0QN or phone Fareham 220137.

■ Wanted — two sexy male hunks between 11 and 13 for two beautiful females in need of love and comfort. Must have mega bucks and live near Pittenweem. Contact Heather Wattson, 9 Abbey Wall Road, Pittenweem, Fife, KY10 2NB.

■ 16 year old male (with glasses) seeks good looking 13-14 year old females. A photo would be nice. Please hurry. All letters answered if not overwhelmed! Justin Strong, 26 Roundponds, Melksham, Wiltshire, SN12 8DL.

Puzzle Page: Answers

STRINGING ALONG

12 inches, 24 inches

GROSSER THAN GROCER

Mr Green the Grocer weighs fruit!

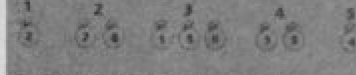
YES, WE HAVE NO BANANAS

The last boy took the bowl as well as the banana.

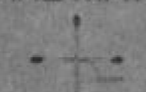
ANAGRAMATICS

The jumbled words is JUST ONE WORD, as the question was actually a statement!

GOING FOR GOLD



SQUARE MATCH



Note the way the matches were placed.

JEWEL THIEF



AGE OLD PROBLEM

John is six years old now.

LINGUISTICS

United and Untied.

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Ciarán Brennan **fights his way past the tourists and goes in search of . . .**

S·L·O·T·S O·F FUN

Summertime is here again, at least there has been a sighting from somewhere deep inside Castle Rathbone, when we dusted the cobwebs off the rusty shutters and stopped firing arrows at wandering serfs..... and that means sloadsa fun in those penny (*More like £s now you old fogey.* Ed) arcades down the pier... Brighton, Saarfend, Skeggy..... aahh you lucky hucksters out there while the rest of us have to make do with yer average Speccy in some stuffy office... the fact that it's usually someone else's office and they never invited us there in the first place is another matter..... (*Get on with it!* Ed)... alright, look out Skeggers.....

CIARÁN'S CORKY COIN-OP ATOMIC ROBO-KID

Nope! It's not *Robocop*'s robo-nipper, it's UPL's explosive vertical scroller, a game that starts fast and gets even faster.

The opening stages are a little bit off-putting, as the opposition doesn't return your fire. But further on down the road you realise that this is because they act as leeches, gripping onto your armour and slowing you down for the larger aliens to take a pot shot.

The usual extra weapons and speed are there to be picked up along the way, but they're a little more useful this time as each level must be finished within a short time limit and it's impossible to achieve this without the extra fire-power.

UPL has got the balance exactly right with this corker. The finger-pounding action never lets up, and the extra weapons seem to appear exactly when you need them. It would be nice for a change to see a few good ideas crop up, but action like this will more than compensate until they come along.



Convertibility Factor: 8



No problem for the Robo-Spectrum.

DOWNTOWN

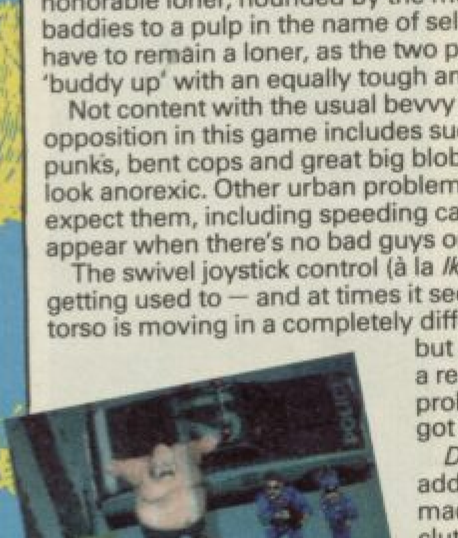
Take the playability of *Double Dragon*, the viewpoint of *Renegade* and add the control of *Ikari Warriors* and you come quite close to describing Sega's latest beat 'em up.

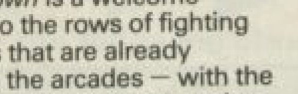
The setting is downtown Chicago, and as ever you play the honorable loner, hounded by the mob and beating masses of baddies to a pulp in the name of self defence. Of course you don't have to remain a loner, as the two player mode allows you to 'buddy up' with an equally tough and honourable vigilante.

Not content with the usual bevvy of leather-jacketed thugs, the opposition in this game includes such oddities as fire-eating punks, bent cops and great big blobs that make Sumo wrestlers look anorexic. Other urban problems show up when you least expect them, including speeding cars which mysteriously only appear when there's no bad guys on screen.

The swivel joystick control (à la *Ikari Warriors*) takes a little getting used to — and at times it seems as though your upper torso is moving in a completely different direction to your legs — but once it's mastered it becomes a really useful option. In fact you'll probably wonder how you ever got through a game without it.

Downtown is a welcome addition to the rows of fighting machines that are already cluttering the arcades — with the unusual control method putting the icing on an already enjoyable cake.





Convertibility Factor: 6

These streets are no place for a normal joystick

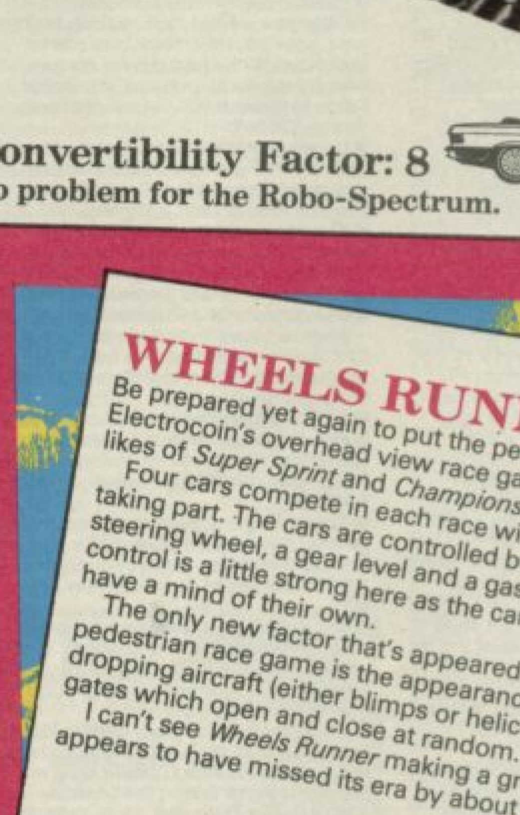
WHEELS RUNNER

Be prepared yet again to put the pedal to the metal in Electrocoin's overhead view race game that brings to mind the likes of *Super Sprint* and *Championship Sprint*.

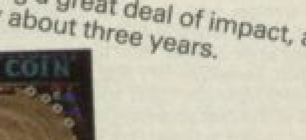
Four cars compete in each race with up to two human players taking part. The cars are controlled by a cabinet-mounted steering wheel, a gear level and a gas pedal — although the word control is a little strong here as the cars occasionally seem to have a mind of their own.

The only new factor that's appeared in this otherwise pedestrian race game is the appearance overhead of supply dropping aircraft (either blimps or helicopters) and road-block gates which open and close at random.

I can't see *Wheels Runner* making a great deal of impact, as it appears to have missed its era by about three years.



Convertibility Factor: 7



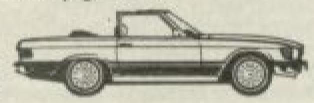
Will it even make it to the starting grid?

SAINT DRAGON

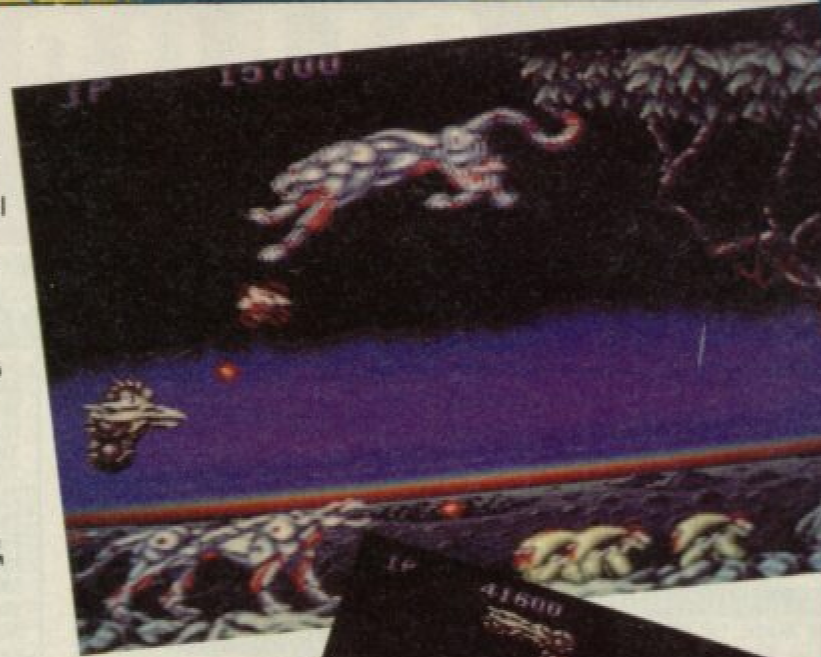
Some people will do anything to keep *R-Type* alive — but how about this for an original idea? This time around, the upgradable spaceship has been replaced by a flying dragon (complete with fiery breath) and the space lanes replaced by a sort of mechanical agricultural landscape.

Jaleco is responsible for this latest scrolling shoot 'em up, and in fairness it hasn't done too bad a job at all. There's absolutely nothing to say about the gameplay, as everything's been seen before, but the playability is fine and the imaginative opposition (including a metallic panther and bull among others) is enough to make it worth a look.

I'd imagine that *Saint Dragon* is one of those coin-ops that will gather a healthy cult following — but most of you will realise that behind the fancy graphics lies a very ordinary game.



Convertibility Factor: 8
A treat for budding St Georges.





NASTAR WARRIOR

Doesn't that title sound a little familiar? In fact isn't *Nastar* an anagram of *Rastan*? Even if this similarity is purely a coincidence, the fact that the game looks almost identical to *Rastan Saga* is too much to be merely an accident.

Unfortunately Taito hasn't got things right this time around though. The sprites are huge and move well, but the action is tedious and the lack of variety along the scrolling route is enough to repel even the most ardent fan of the original.

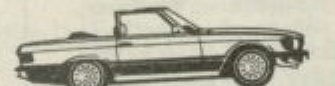
There is a two player option, but because of the oversized characters this actually becomes a disadvantage, as the two boys end up getting in each other's way instead of working as a team.

The nice touches that there are, come in the extra weapons that the warriors pick up along the way and the 'interactive' backgrounds that can be climbed, swung on and smashed — but no-one's going to stay interested long enough to get excited by these additions.

Stalk and Slash games can be quite a laugh — and I've usually got time for a game that looks as good as this one does — but the lack of playability puts a dreadful dampener on the whole proceedings.







Convertibility Factor: 7
Never mind the size, look at the gameplay.

ARCADE NEWS

Well howzat for a wacky outing? Snag is you don't get much of a tan being cool in the arcades. Still you can leave Mum and Aunty Ida outside if you want to. You don't want to? Oh alright, they can come in too but they'll have to behave, we don't want any trouble in here..... sorry Ed, what's that? Leave Mum and Aunty Ida out of this? But they want to ... oh please... oh alright let's change the subject, yawn and don't go telling me it was the wrong subject to start with... this is the outro to Slotsa Fun? Ah.

Yes. I see. Velly solly. Well listen, there's some new conversions on the horizon. Slap on that Factor Ten and get ready for the onslaught of *Counter Force* and *Cyberball* (the mind boggles), not to mention *Missing In Action*, that's what they all say, just an excuse really... and how will games like *Operation Thunderbolt* and *Ikari Warriors III* take to the blotchy and furious.... no, well, if Ciarán can't write his own bits he'll have to put up with the family's peculiarities. Tough. See you next month, y'all.







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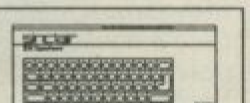
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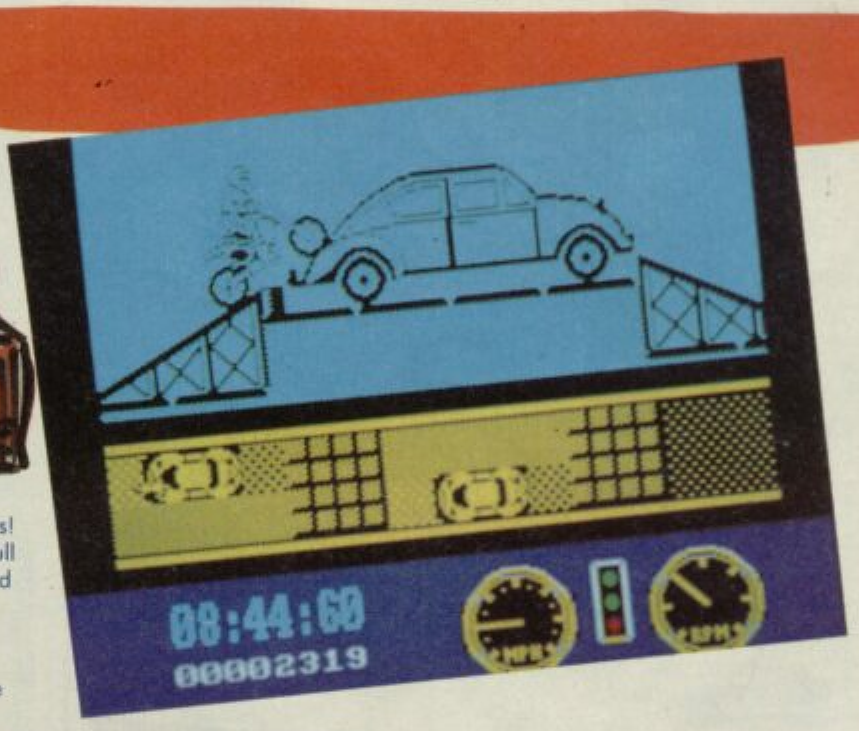
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FUTURE SHOCKS

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Gremlin
Yeah! Too fast to live, too young to die! There's nothing like the throb of 250cc's between your legs, just ask Duncan. He's fallen off more motorbikes then you've had hot dinners! Much safer of course, would be to load up this corking new 'real life' motorbike scrambling simulator from Gremlin. If your name begins with an 'E' — you know like 'Eddie' or 'Evil', for example — then so much the better because here you get to scramble against the clock on a series of terrains of varying wildness! There are 1:2 gradient hills, skips full of water, and even Volkswagons and lorries to be coped with! (To name just four!)

There are five levels each with three courses. You get to control the bike's acceleration, braking and gear changing. Available probably as you read this and priced at £9.99 on cassette and £14.99 on disk, get set to don those leathers *(Not those leathers, you pervs! Ed)* and rev up! Rhummmmm!!!! Rhummmmmmmm!!!!!!

Shall we quickly explain why you are suddenly being inundated by French games. No? Alright then... Nah! we're gonna tell you anyway! Well, the Speccy was never the huge success in the Land Of The Onion (France) that it is in the Land Where They Put Acid On Their French Fries (That's Blighty!). Anyway, French software houses still flourished catering for the other formats. But now they've said "look, we 'ave zese games and we are doing verree well! Now we are 'ow you say, ready to expand so 'ow do we do eet?" Answer. Release the games onto the Speccy format. This is precisely what they have done. And, as soon as one house does it, all their competitors don't want to miss out on this potential new market and so Voila! In comes loadsa French games from the likes of Loriciels, Infogrames, Exxos and of course UBI Soft!

IRON

Ubi Soft
Ubi Soft's latest, *Iron Lord* is set in the Middle Ages when 'crusading' and 'chivalry' were all the rage. But lumme! In Ubi's Middle Ages there's not a lot of chivalry to be seen. 'Cos your father, the king, has only gone and been nobbled by your uncle!

As you touch the green, green grass of home (you've been away for nigh on five winters y'know) the words of that ditty, "There's no place like home" die quickly on your lips when you realise that a rule of terror and oppression has been installed in your once peaceful kingdom!

Your task is to regain the throne, which bearing in mind that the place is now rife with deceit and treachery, is some task! You'll have to prove your birth right by feats of strength and skill, including a game of 'arrers' (That's archery, not darts!) sword play, and arm wrestling!

Set in a massive Medieval world, there's strategy, adventure and much, much more here. Coo! Hopefully out, with the other Ubi releases in July.



LORD



RISK!

Leisure Genius
There have been lots of board games converted to the Speccy over the past few years, all with a varying degrees of success and here's the latest, *Risk* from Leisure Genius.

The beauty of putting a board game onto a computer is firstly that you don't have to contend with playing against people who make up the rules as they go along and secondly, the problem of someone sneezing and sending all the little plastic counters flying is cunningly avoided!

Risk! is one of the stalwarts from the Waddington brothers catalogue, and conversion should be faithful to the original game of strategy. You'll control a country, take charge of building up your armies, consolidate your defences, and deploy your forces. You can take on the computer or up to five of your mates! We are promised large scrolling maps, rule variations and a game save facility. Ideal for anyone with a taste for world domination.

Risk will be priced £9.95 on cassette and £14.95 on disk.

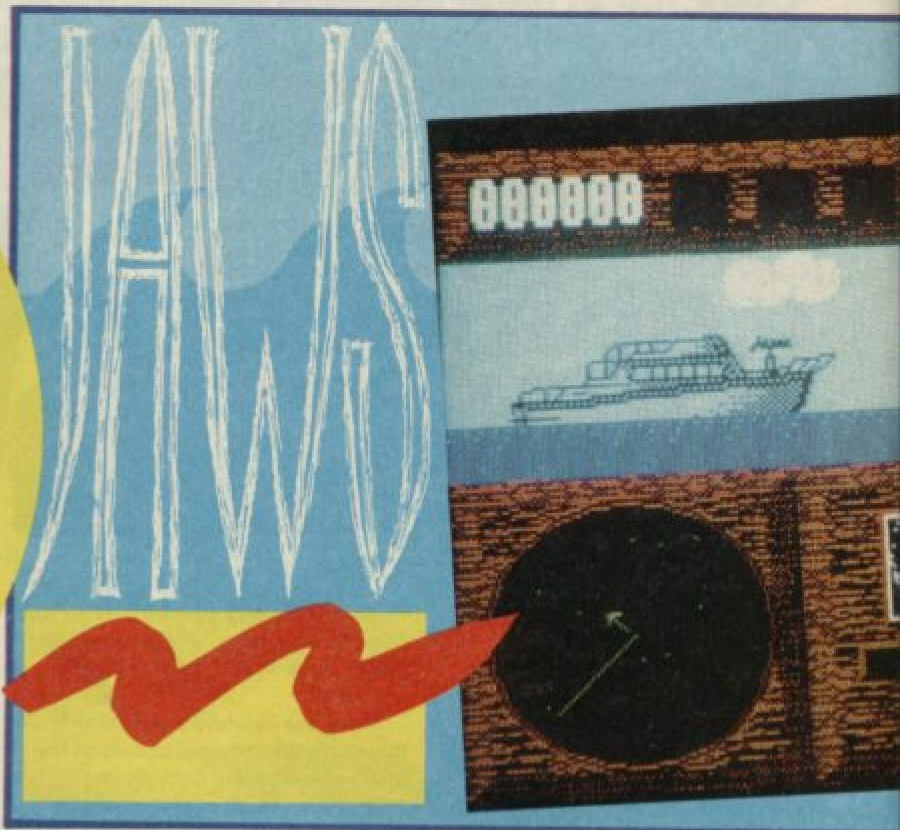
FUTURE SHOCKS

Puffy's Saga

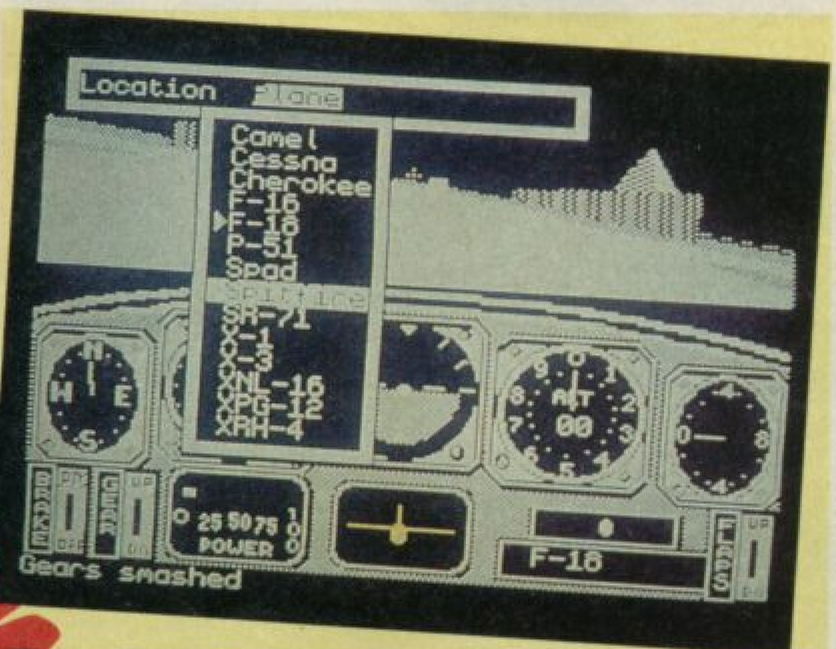
Ubi Soft
'Will you run out of Puffy?' asks the cheeky press release! Lumme, we hope not!

This game seems to be a lot like *Pac Man* in its idea — and in the fact that the hero is a yellow ball! — but the gameplay is also very reminiscent of the likes of *Gothic*. There are extra weapons to be found and traps to be avoided, dragons to be duffed up and ultimately your crazy chick, Puffyn, to be rescued! It's even featured in our splendiferous compo in this very same ish! That really is a corking prize isn't it, eh? Puffy mania is here!

Jaws











Licence to Kill

Domark
James Bond is back (back! back!). Yes, once again 007's leaping onto the Speccy and the silver screen almost simultaneously, to save the free world from some despicable whotzit or other.

Gasp! As you whizz through a crazy helicopter chase! Shiver! As you dodge sharks deep underwater! Quake! As you attack a bunch of lorries in an old biplane (or something!) It's a rum old game this secret agent lark, that's for sure.

This is but the latest in a long line of Bond conversions from Domark — remember *Live And Let Die, The Living Daylights, A View To A Kill*..? Yikes! It'll be available soon and looks a right ribchortler. Boing!

Chuck Yeager's Advanced Flight Simulator

Electronic Arts
Yes, it's time for yet another serious flight sim, with General Chuck — the first man to break the sound barrier — taking you through three levels of aeronautical instruction before letting you loose on your own.

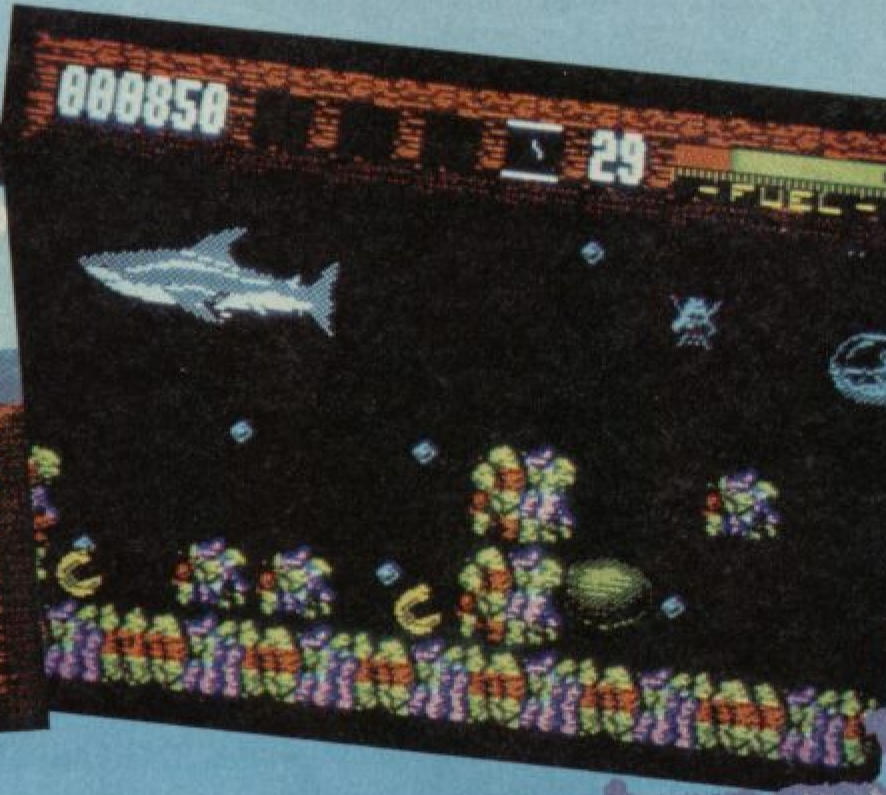
After perfecting take off and landing, you then move onto more advanced acrobatic manoeuvres like stalls (yikes!) and spins. Get all that sussed and then you're on your own, flying obstacle courses, taking up and evaluating any one of fourteen different planes. You name it, you'll do it.

Alternatively you can test fly one of three experimental planes and work out exactly what's wrong with them. Sounds a tad risky to us.

Chuck will be winging its way to you soon. Shake yer tailfeather!!

FUTURE SHOCKS





Screen 7

Who are these Screen 7 blokes then? Well, lean over here and we'll whisper in your shell-like. They used to be called Martech y'see, but they're not all that keen on anybody going on about it much. Spook!

Anyway, now that we've let the cat out of the bag, let's take a look at this first product from 'new boys' Mar... (ahem) Screen 7, and what a licence, eh?

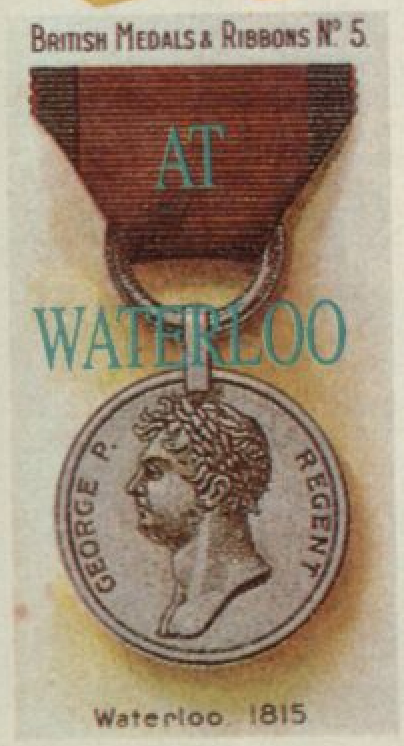
Jaws was one of the great screen shockers of the '70s, but this computer version seems to have played a bit fast and loose with the plot as we remember it. Hark to this.

The giant shark is attacking all the tourists at an American seaside resort, but unfortunately your boat has sunk with all your vital shark killing equipment. Yikes! Better swim down and collect it all again, but watch out, old Jaws is about and not only that, but all the other aquatic denizons from sea weed to goldfish are equally vicious!

Corks! Sounds a bit dangerous, eh? Speccy versions will sell at £9.99/£14.99 and be out in a month or so. Later on Screen 7 will have an arcade-style helicopter shoot 'em up and *High Steel*, about building a skyscraper(!) available. Wow!



WELLINGTON



CCS

Come with us back to 1815, to the middle of Belgium on a miserable day in June. Muddy isn't it? (Ick!) Dangerous too, what with all those muskets going off and this big bloke on a horse swinging his sword and going 'Up and at 'em, lads!' all the time. It's murder, so let's all go back where we came from, Specchums.

Phew. That's better. If you'd like to see a bit more of that historic encounter (it was the battle of Waterloo, dummy, and that bloke was Wellington) but from the comfort of your own living room, you could do worse than this new simulation of the war against Napoleon cunningly entitled *Wellington At Waterloo!*

You play the commander of the English forces taking on the computerised French, moving your infantry and artillery units in battle formations and generally causing mayhem all over the shop. There are three difficulty levels so even the least tactically minded can play (and lose!) It's out for 48K and 128K Speccies right this minute! Coo!





All will be revealed...

.... in next month's *YS!*

YS Smash Tape

Lordy McClordy!! A superb full price game plus some great stuff on the other side too! Could it be playable demos of hot new releases? Maybe another complete game? Or perhaps there's a secret added ingredient? (Crooning from David 'Yo!' Wilson?) You'll have to wait and see!

Plus! There's an arcade machine to be won along with tons of other great compo prizes! Corks!

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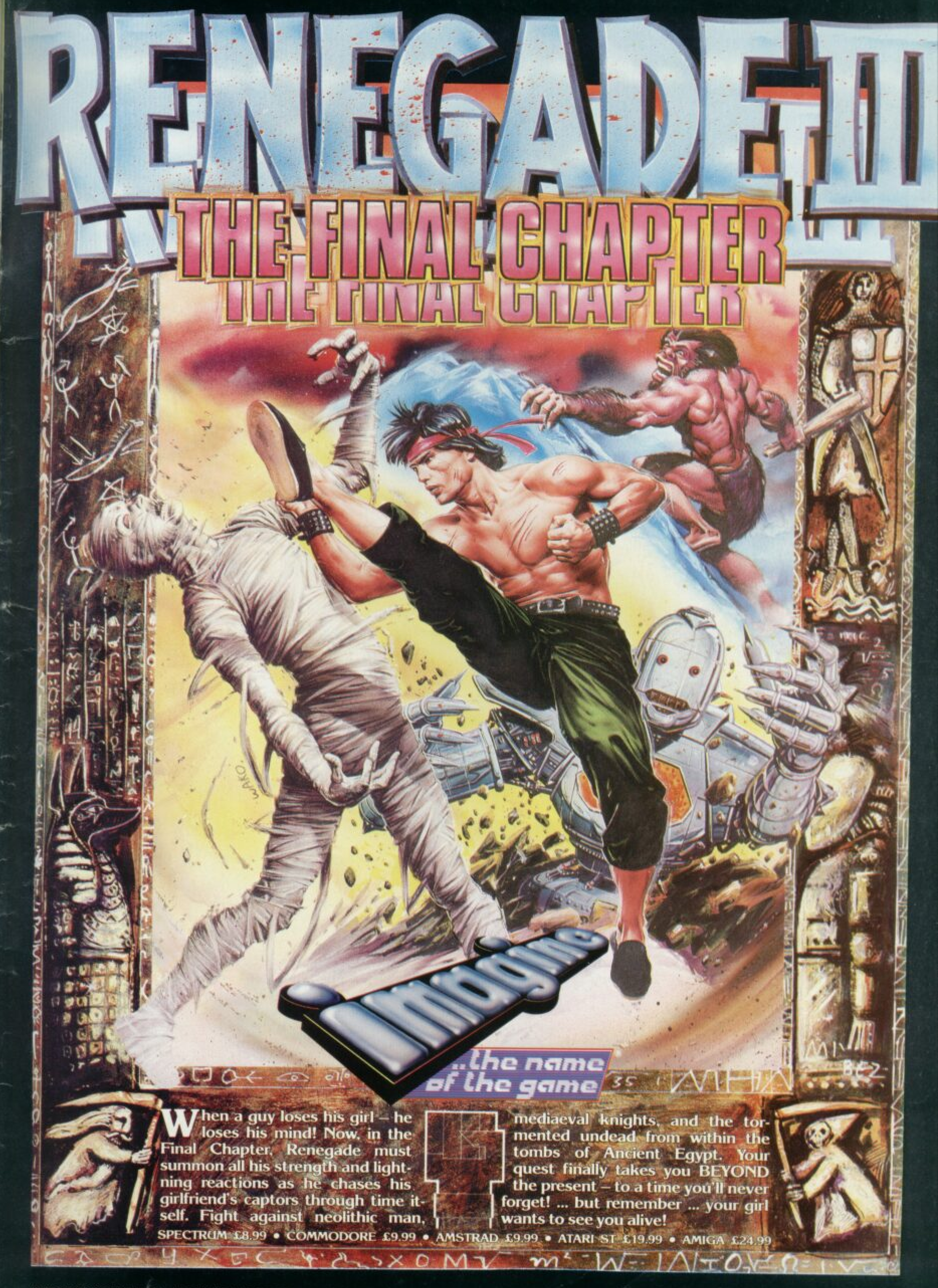
All in the huggable July issue, on sale 16th June! Bonza!

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*Just kidding. She'll still be hanging 'round the corners somewhere.




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